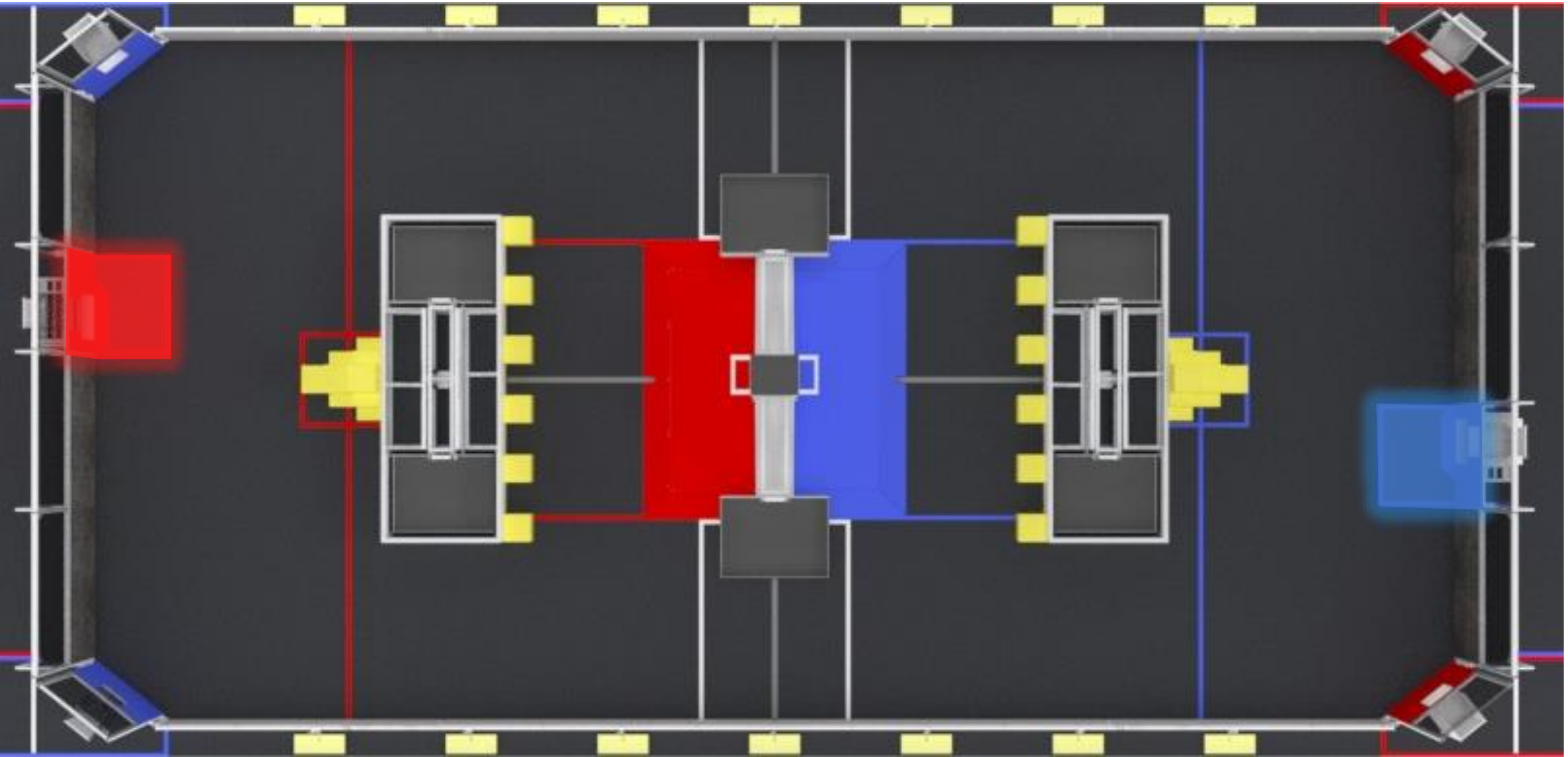
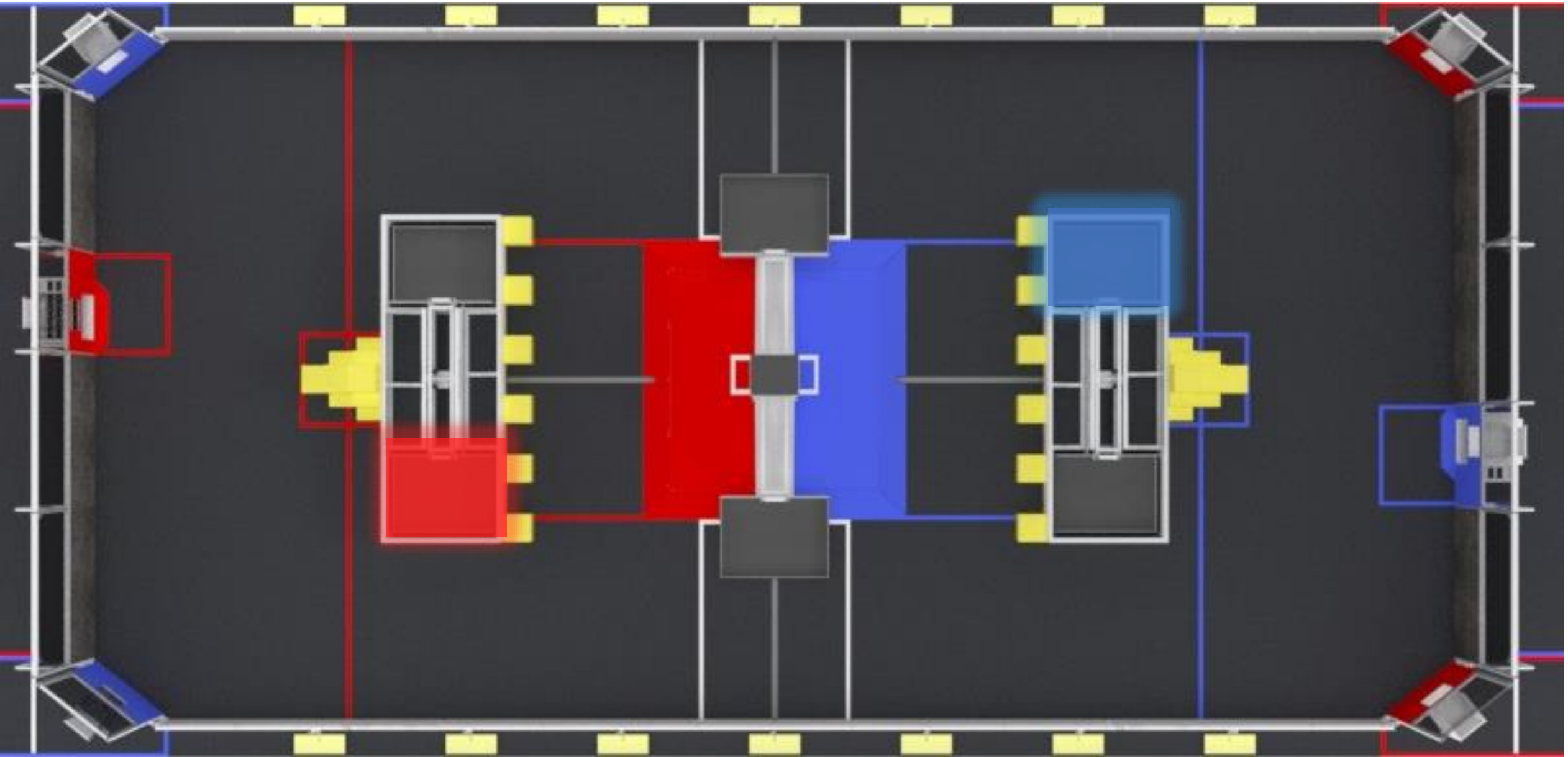
FUNALYSIS – 01.22.2018

MASON MYLES MARKEE

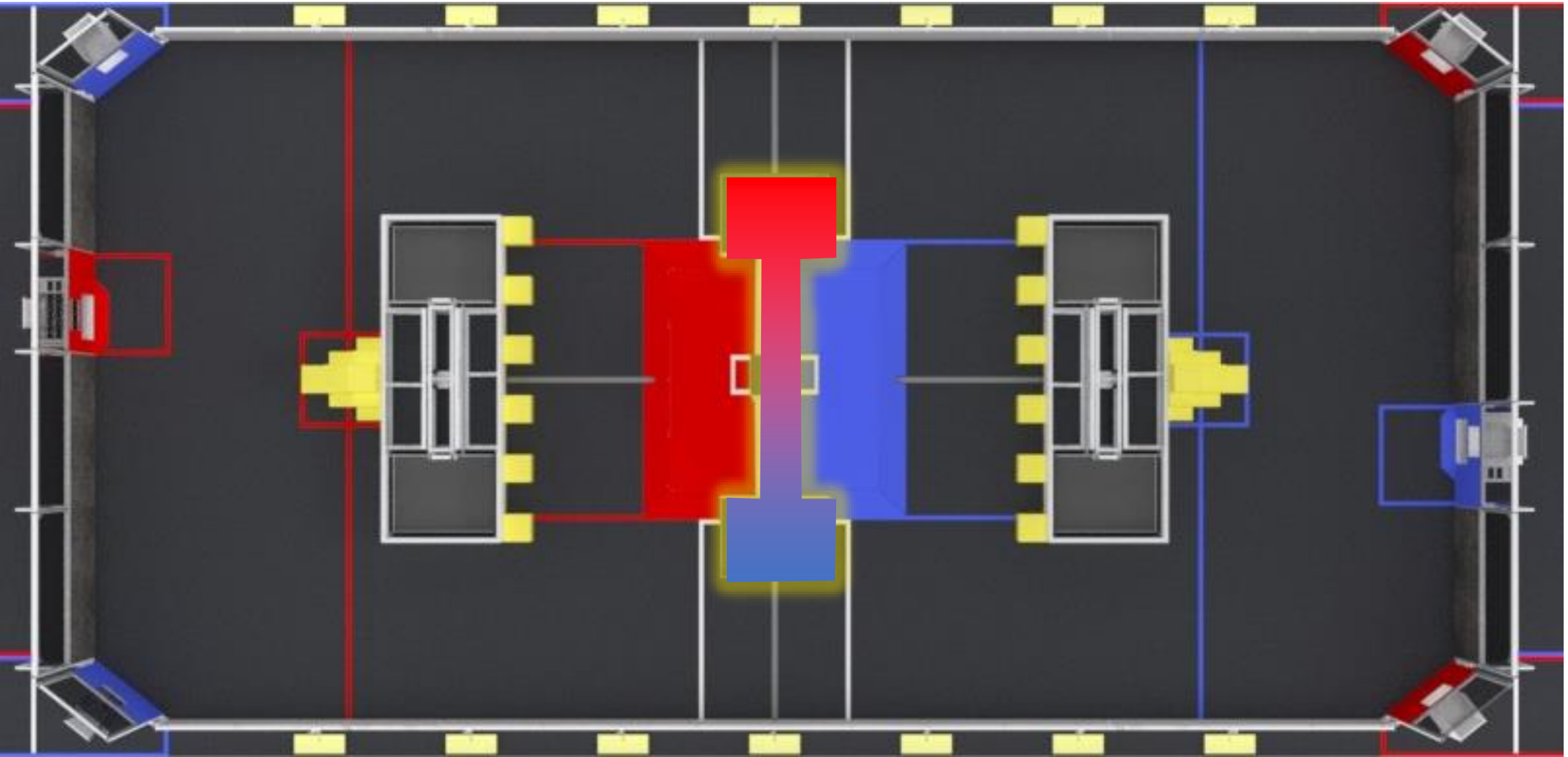
VAULT FIXED POINTS, VALUED AT 1-1.5 POINTS/SECOND



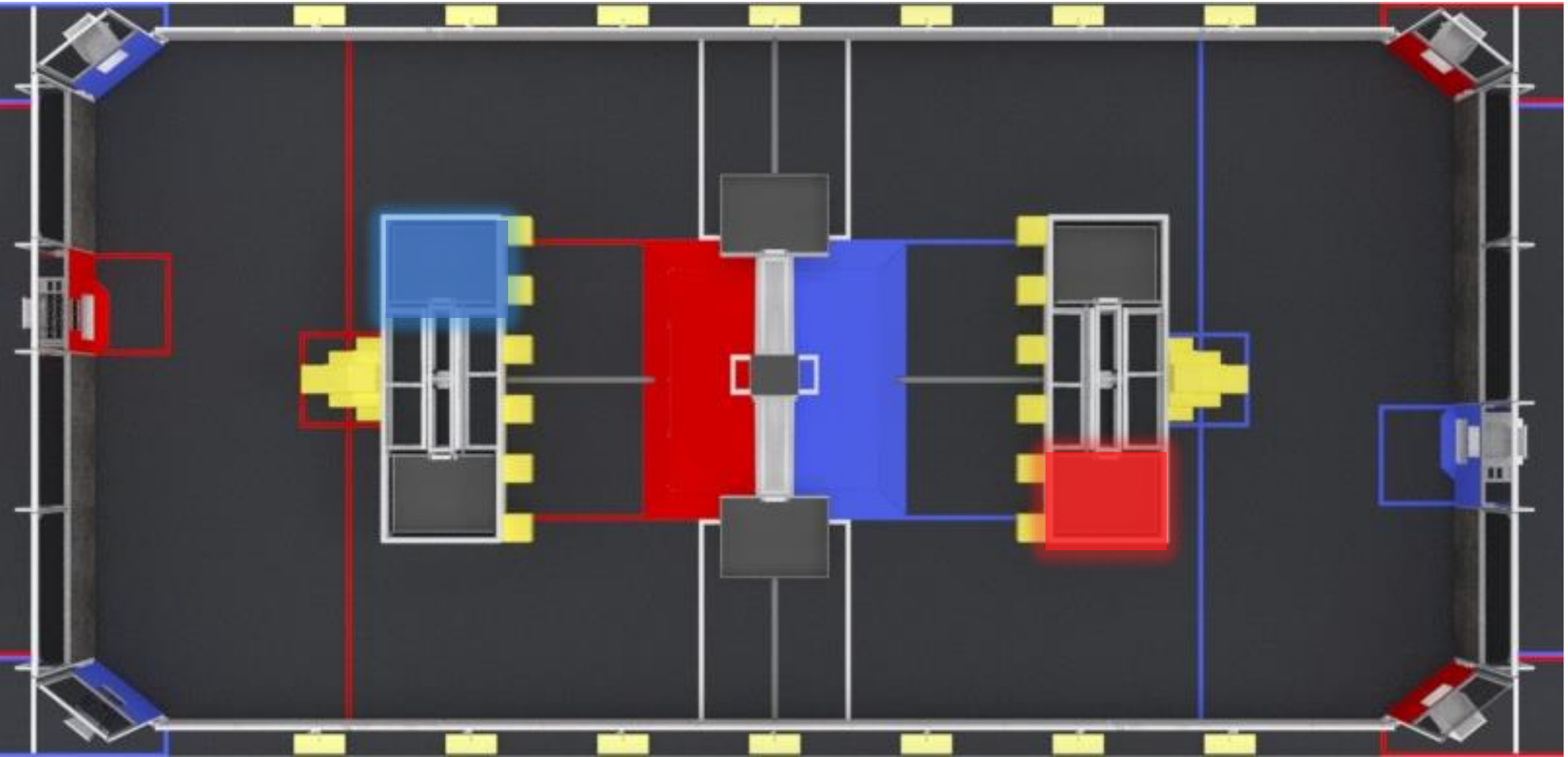
HOME SWITCH 1 POINT/SEC

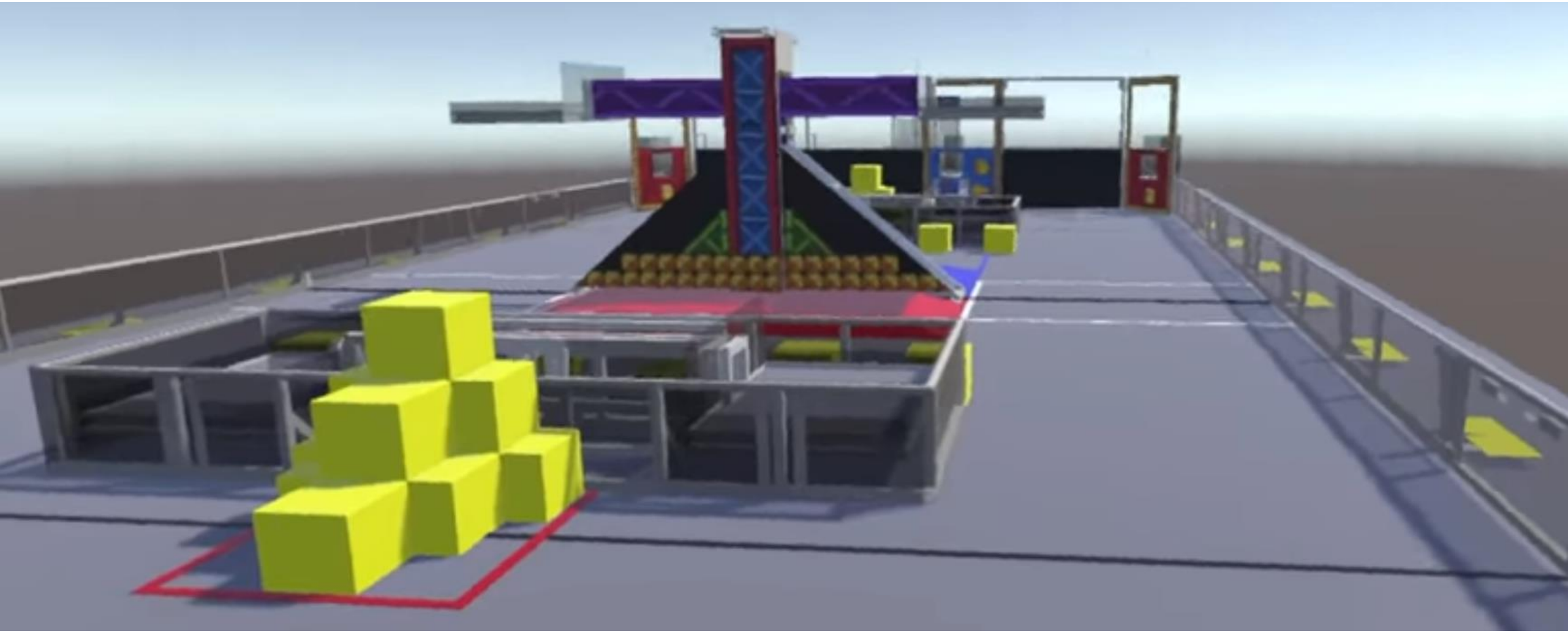


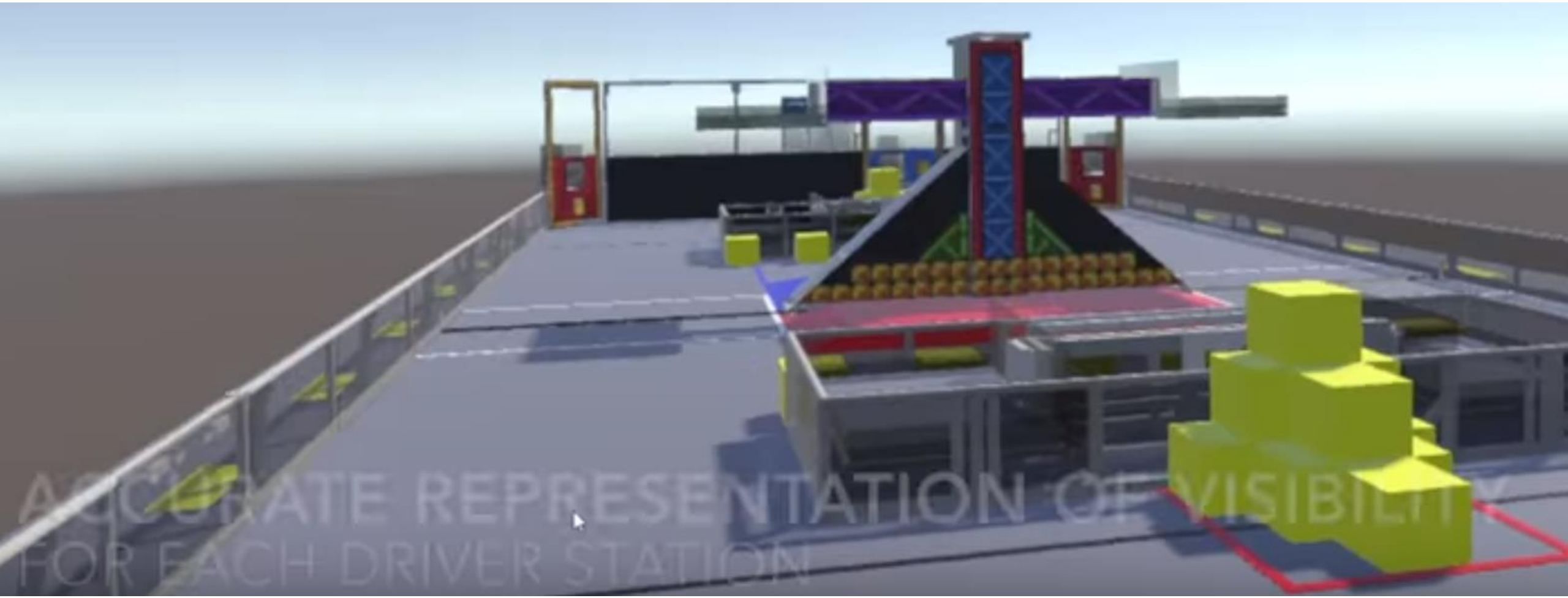
SCALE Gain 1 point/sec; Deny Opponent 1 point/sec



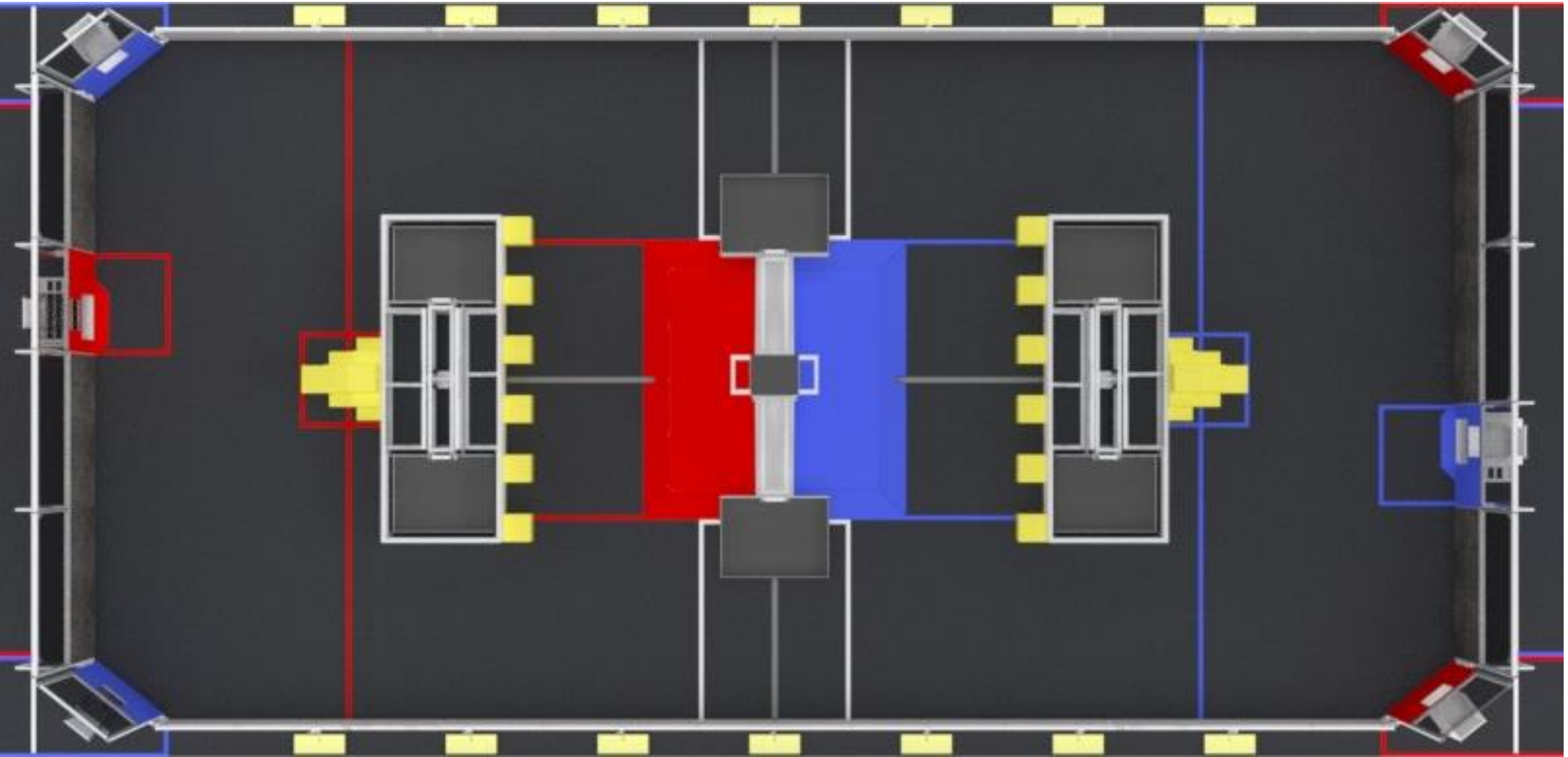
AWAY SWITCH DENY OPPONENT 1 POINT/SEC



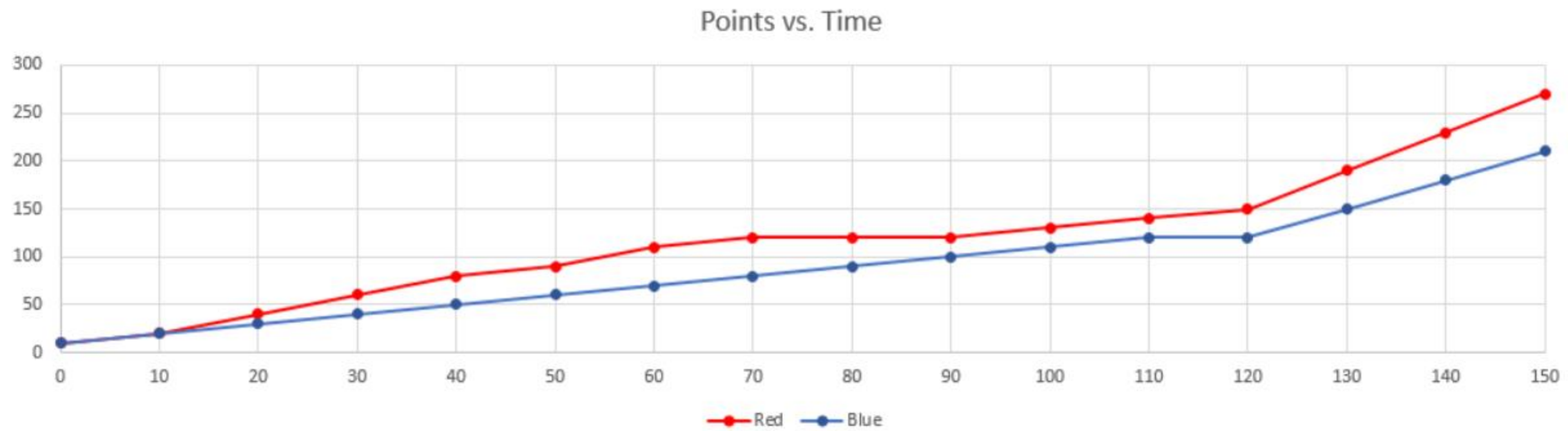



ACCURATE REPRESENTATION OF VISIBILITY
FOR EACH DRIVER STATION

FACING THE BOSS 2 POINTS/SEC



	0		10		20		30		40		50		60		70		80		90		100		110		120		130		140		150	
	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue	Red	Blue
Vault																																
Home Switch	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		1		1	1	1	1	1			1	1	1	1	1	1
Scale					1		1		1				1												1		1		1		1	
Away Switch																		1		1												
Facing Boss																											1	1	1	1	1	1
Points	10	10	10	10	20	10	20	10	20	10	10	10	20	10	10	10	0	10	0	10	10	10	10	10	10	0	40	30	40	30	40	30



HOW MANY EXTRA CUBES TO SCORE?

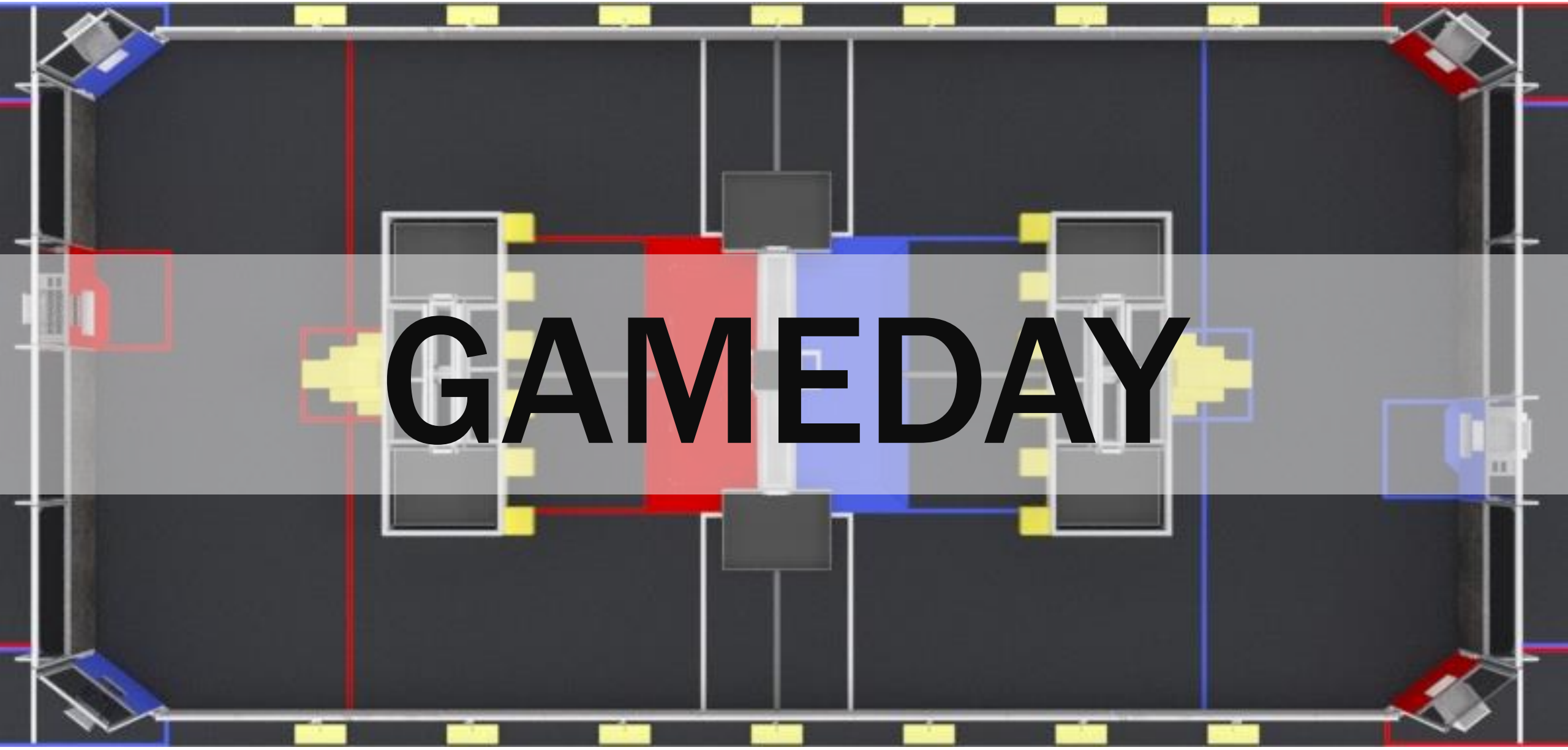
$$cycles = \frac{buffer}{\frac{their\ time\ - your\ time}{your\ time}}$$

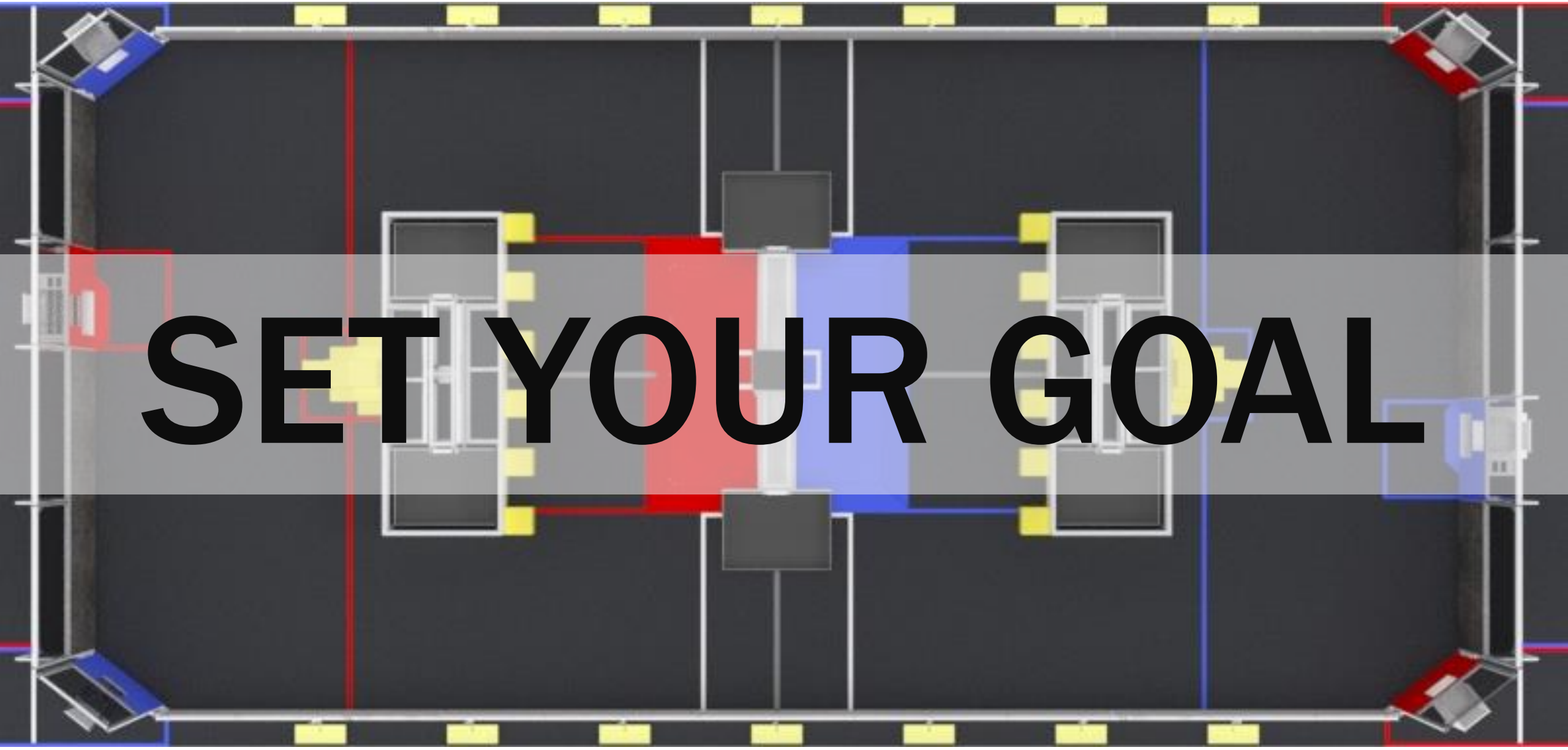
$$match\ time = cycles\ * your\ time$$

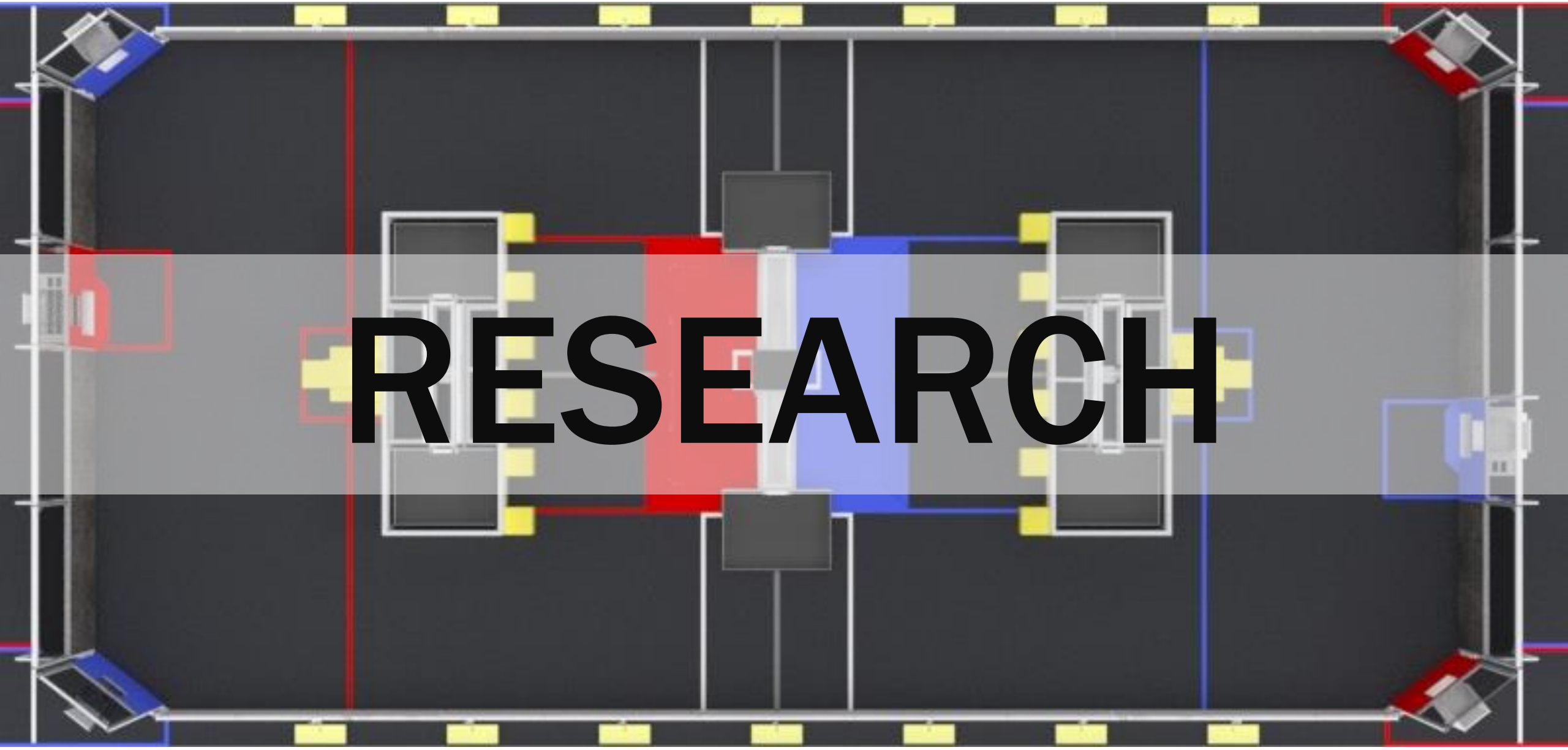
DECREASE ALLIES CYCLE TIME.
INCREASE OPPONENTS CYCLE TIME.

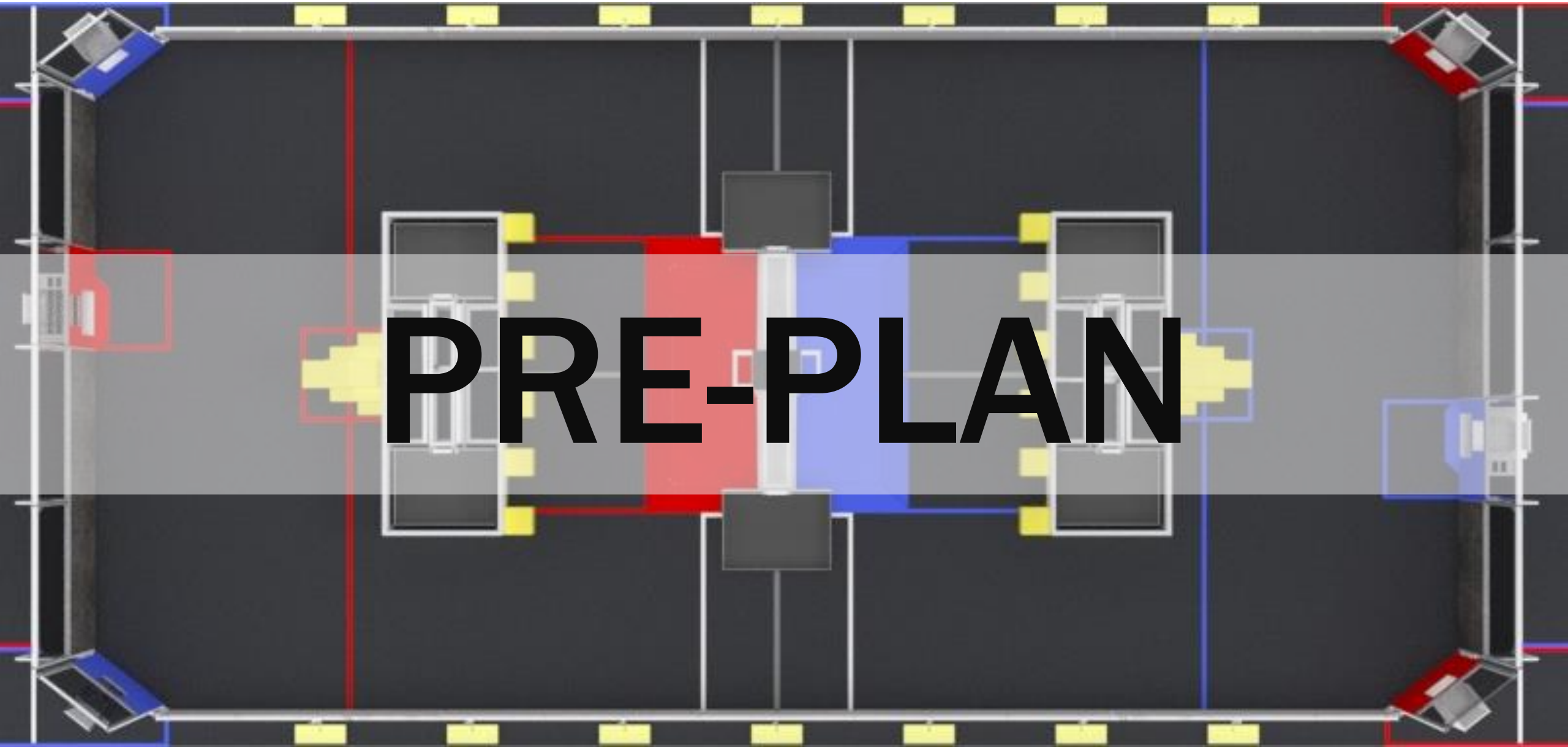
A GAME OF LEADER-FOLLOWER

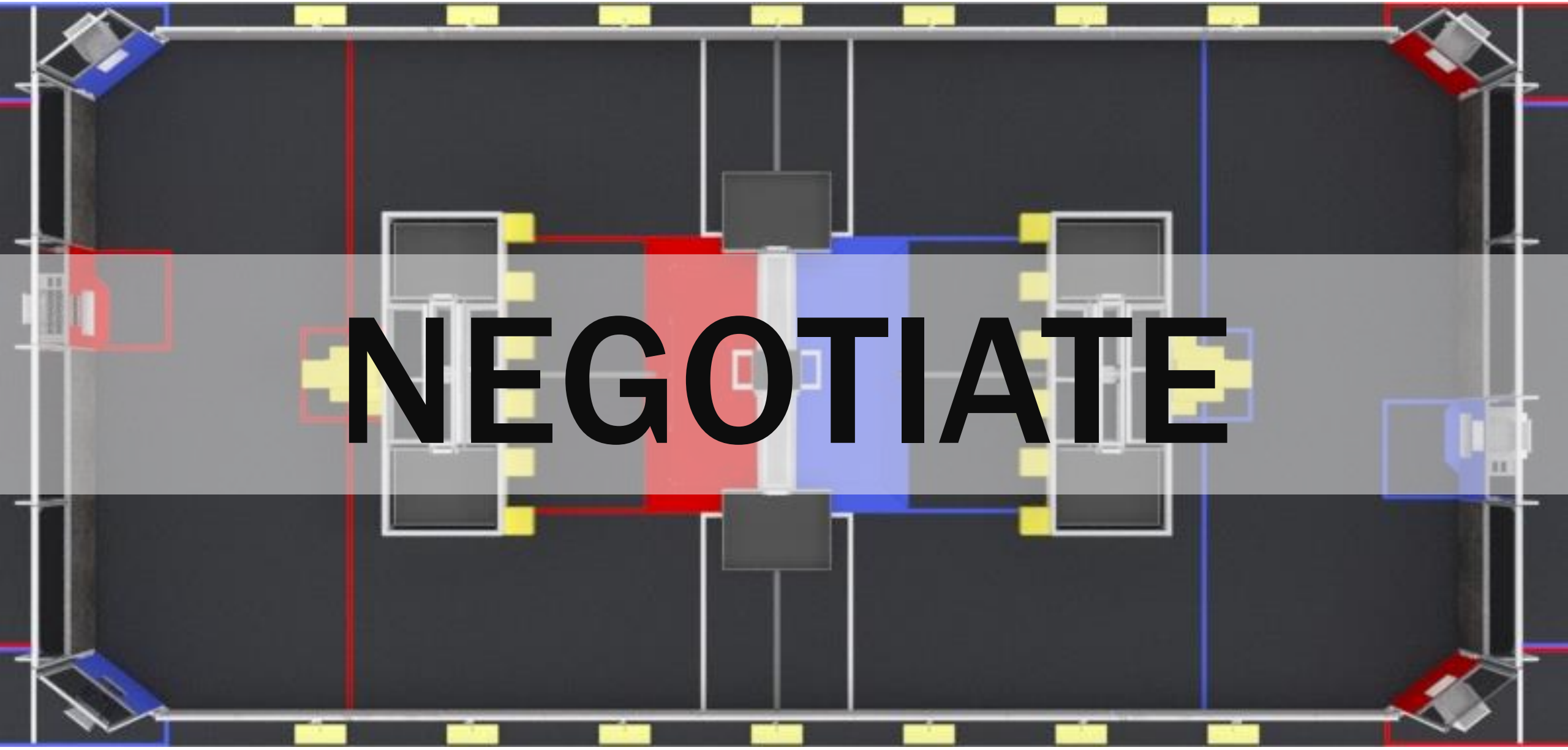
UNDISTRACTED ALLIANCES ENABLE
CONCURRENT POINT GENERATION.

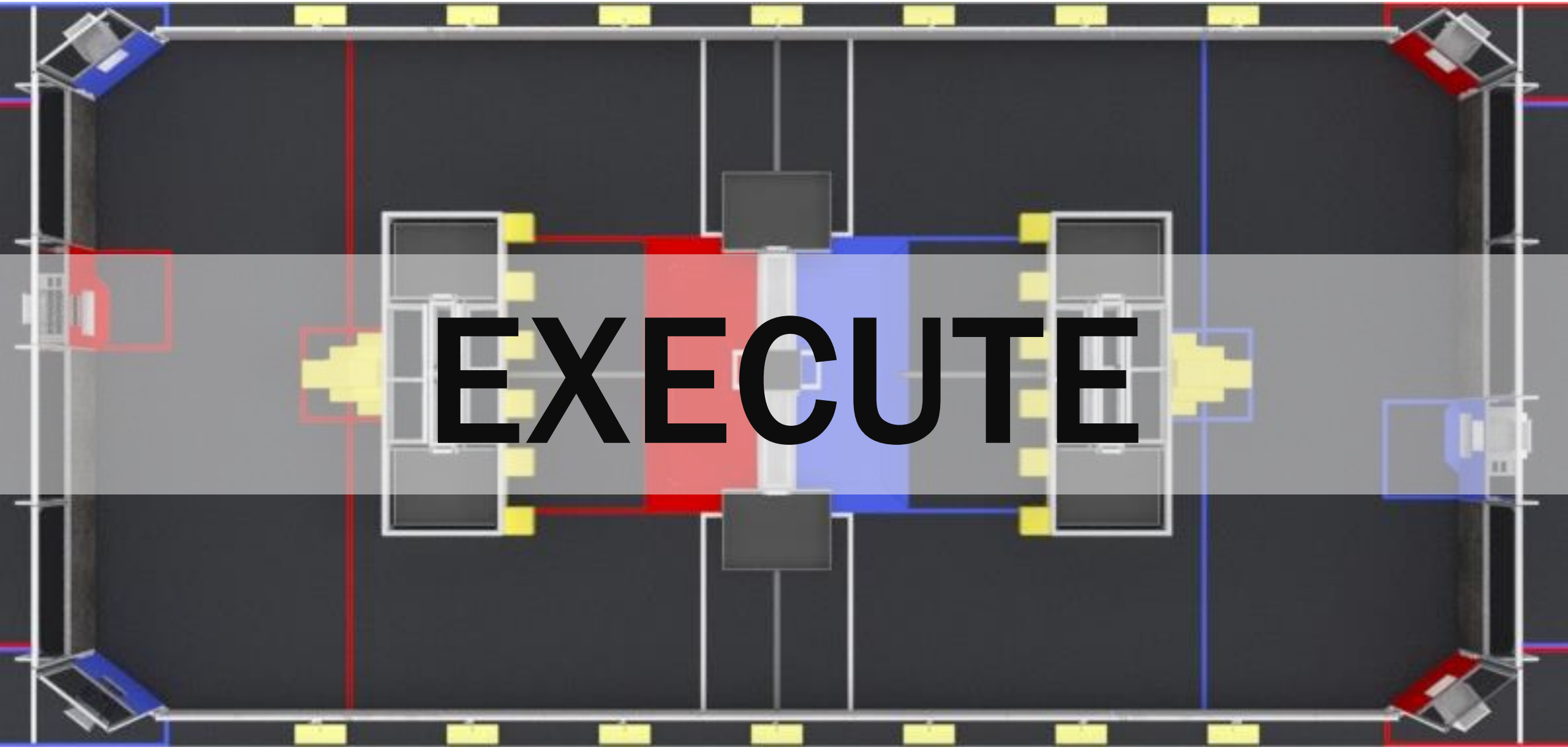

GAMEDAY


SET YOUR GOAL


RESEARCH


PRE-PLAN


NEGOTIATE


EXECUTE