

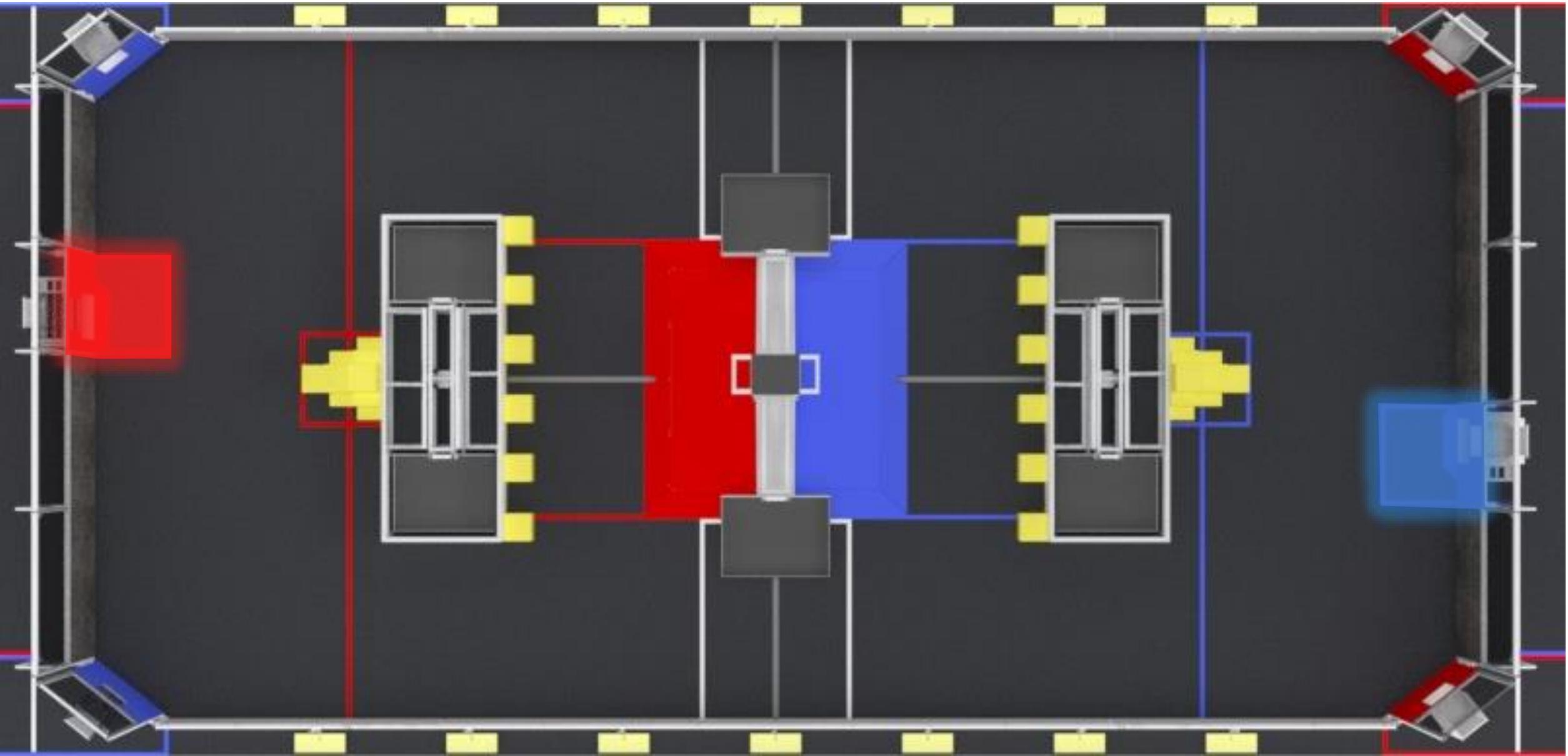
FUNALYSIS – 01.22.2018

MASON MYLES MARKEE

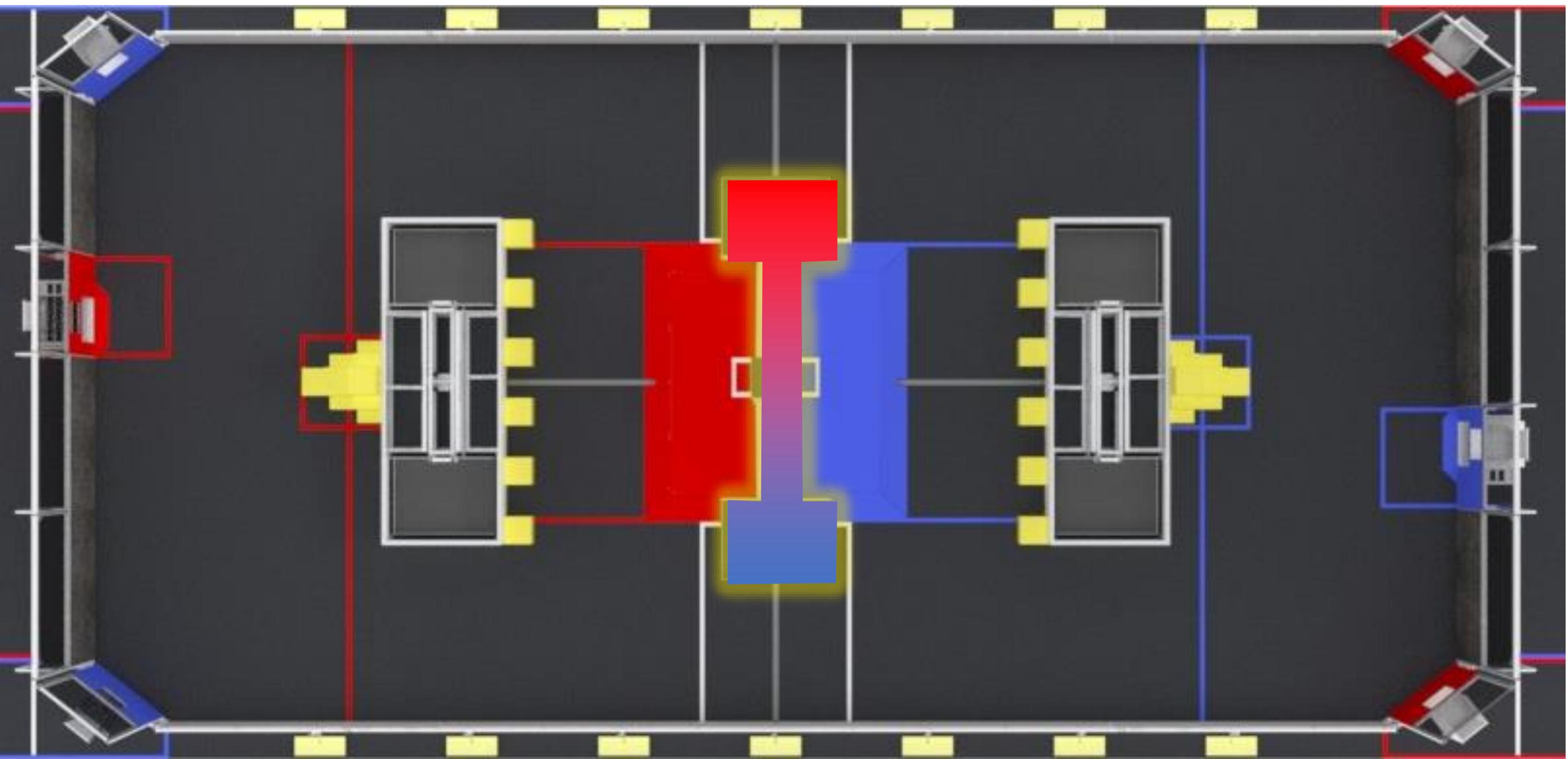


FUN
FIRST UPDATES NOW

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

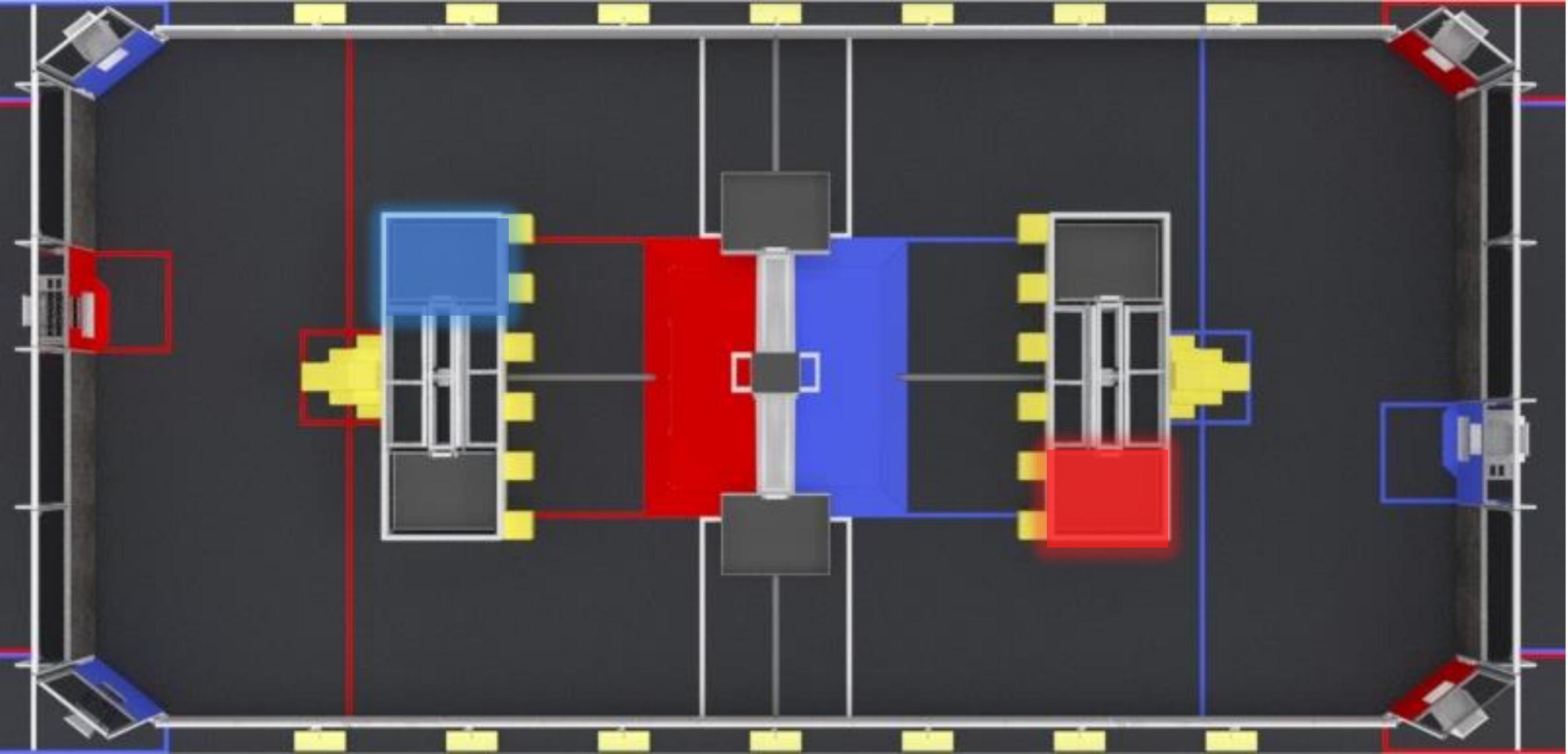


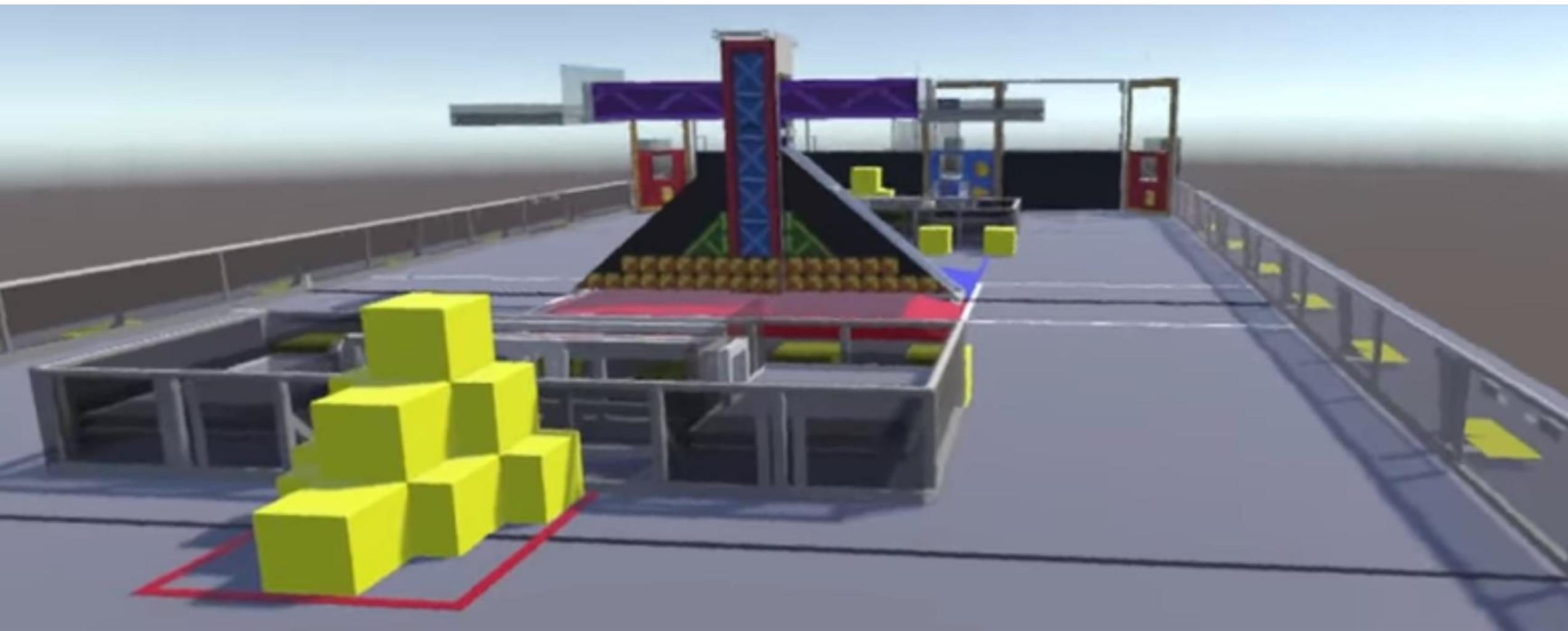
SCALE GAIN 1 POINT/SEC; DENY OPPONENT 1 POINT/SEC

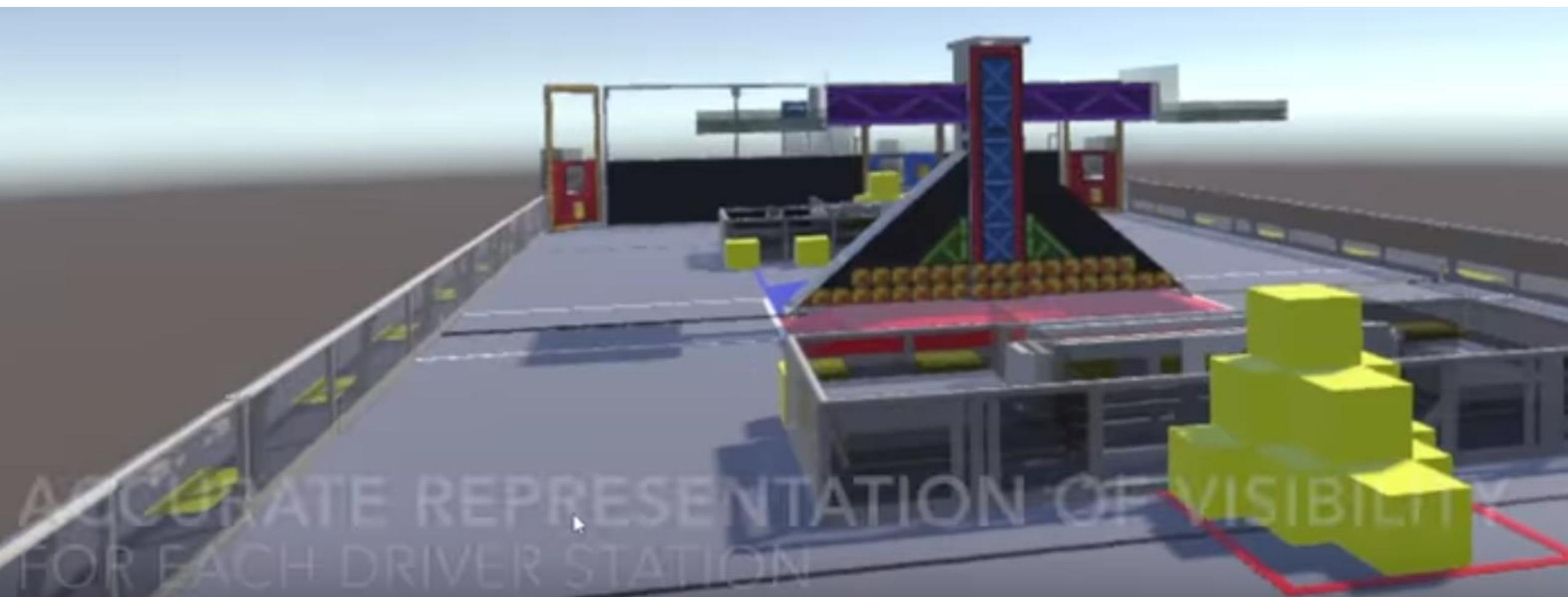


AWAY SWITCH

DENY OPPONENT 1 POINT/SEC

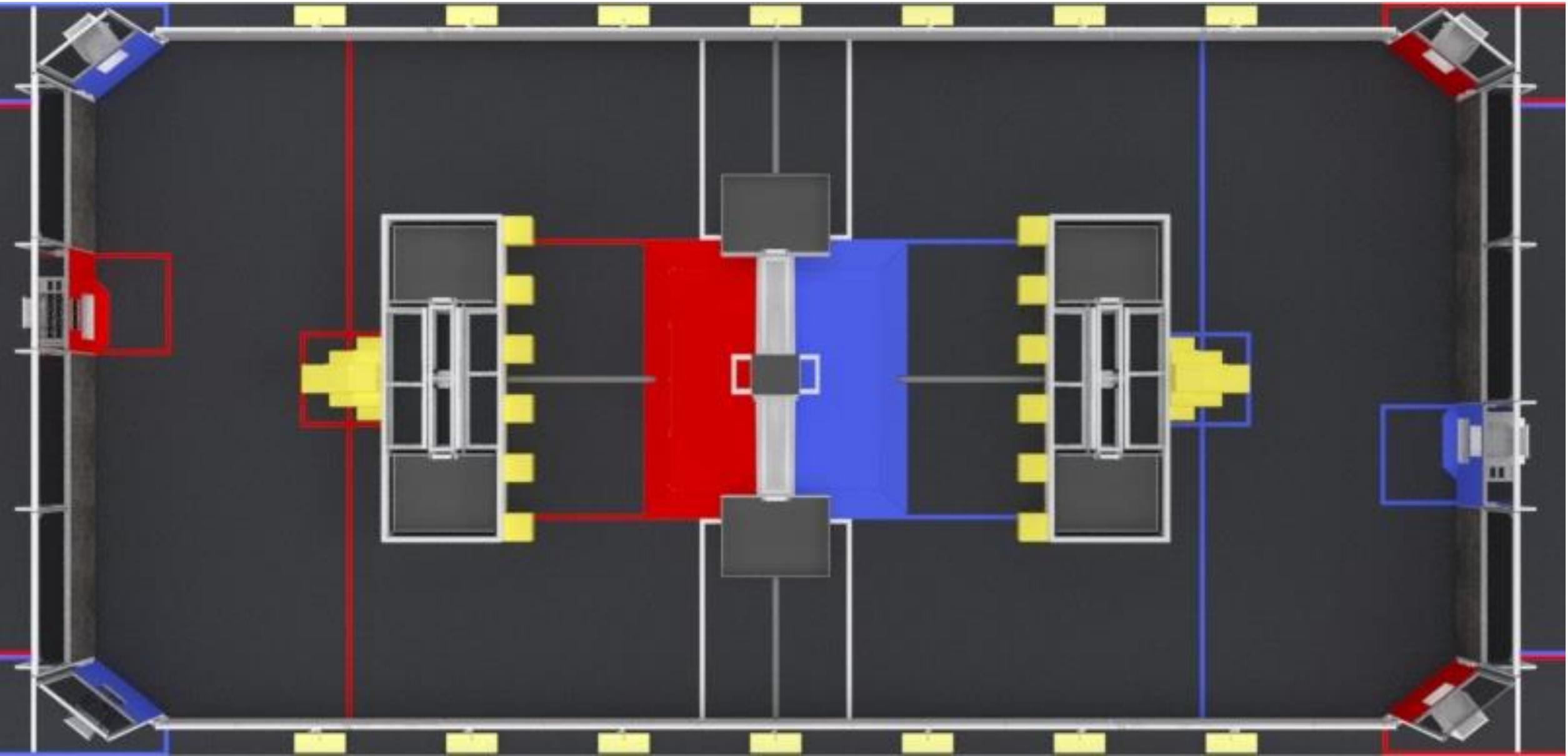






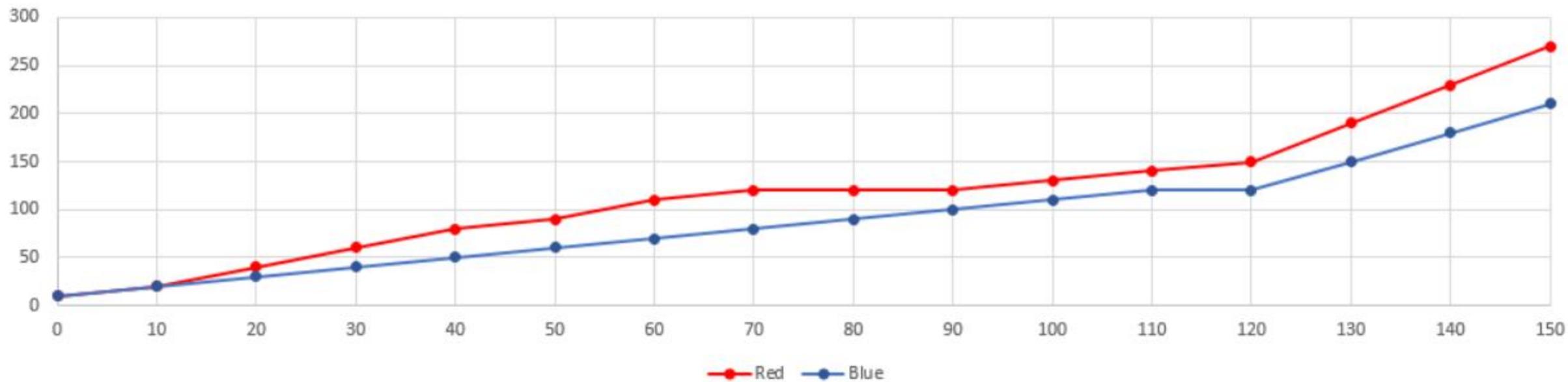
ACCURATE REPRESENTATION OF VISIBILITY
FOR EACH DRIVER STATION

FACING THE BOSS 2 POINTS/SEC



	0		10		20		30		40		50		60		70		80		90		100		110		120		130		140		150	
	Red	Blue																														
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	1	1		
Scale					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

Points vs. Time



HOW MANY EXTRA CUBES TO SCORE?

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

$$\text{match time} = \text{cycles} * \text{your time}$$

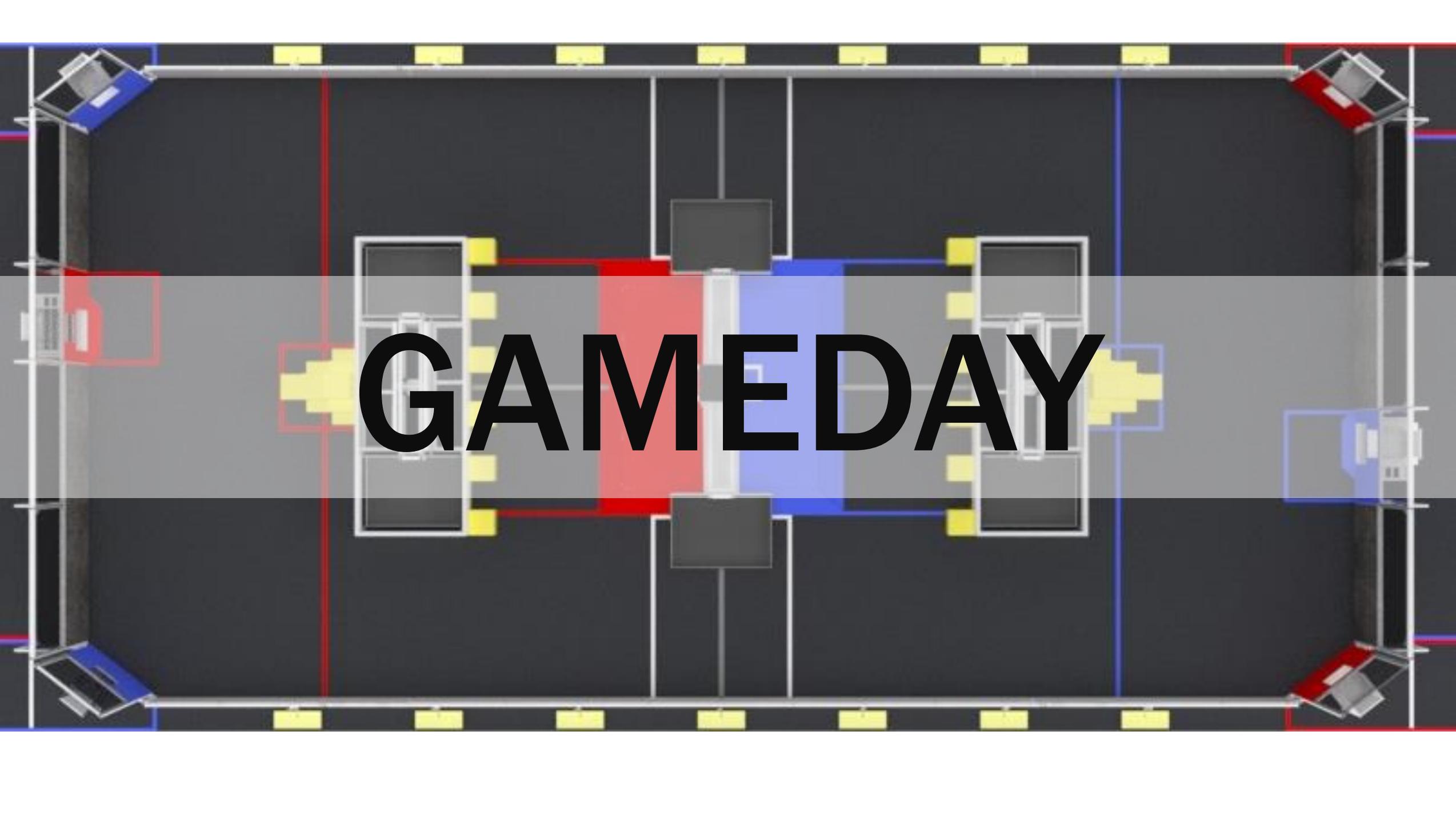
DECREASE ALLIES CYCLE TIME.

INCREASE OPPONENTS CYCLE TIME.

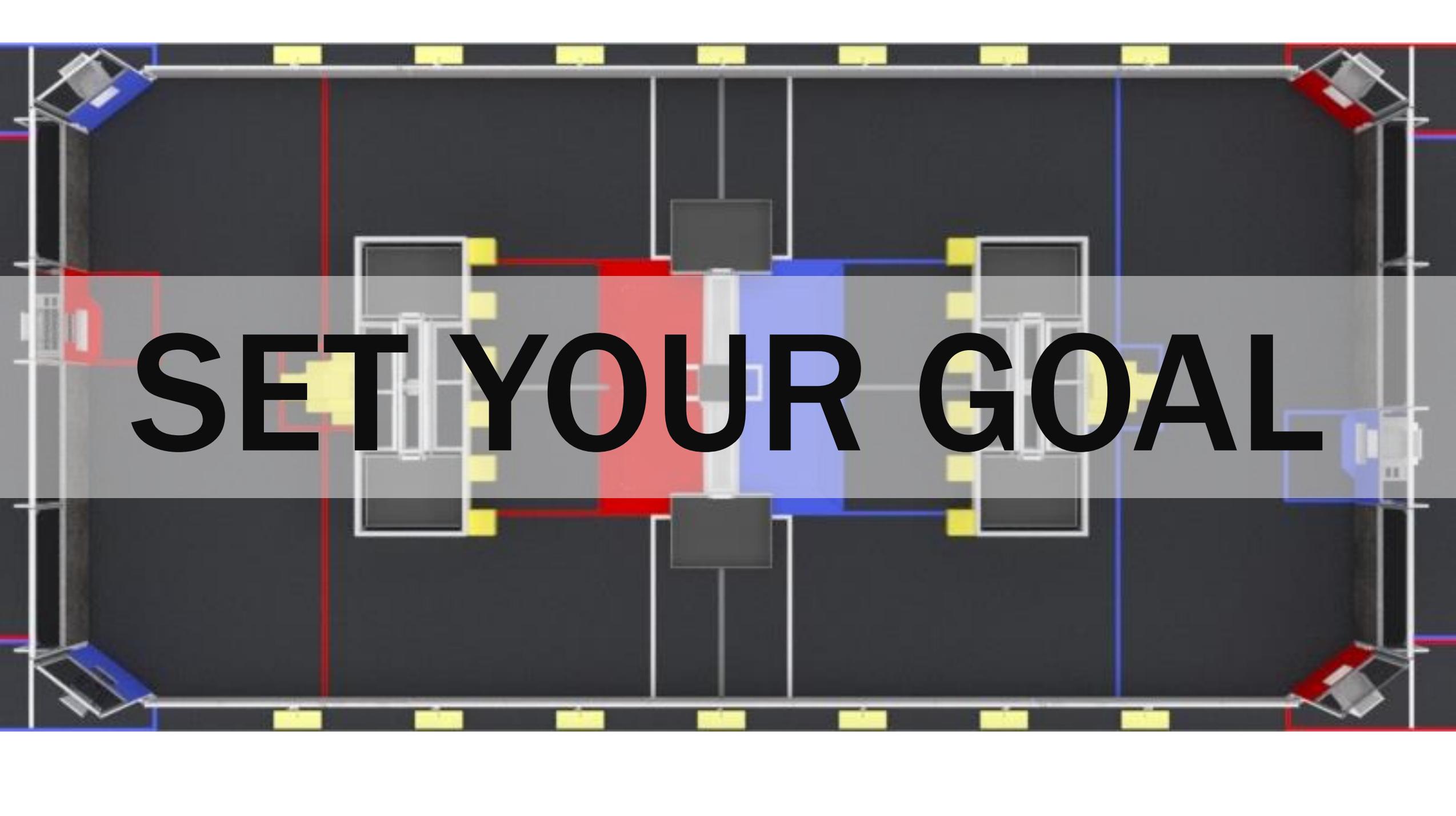
A GAME OF **LEADER-FOLLOWER**

UNDISTRACTED ALLIANCES ENABLE

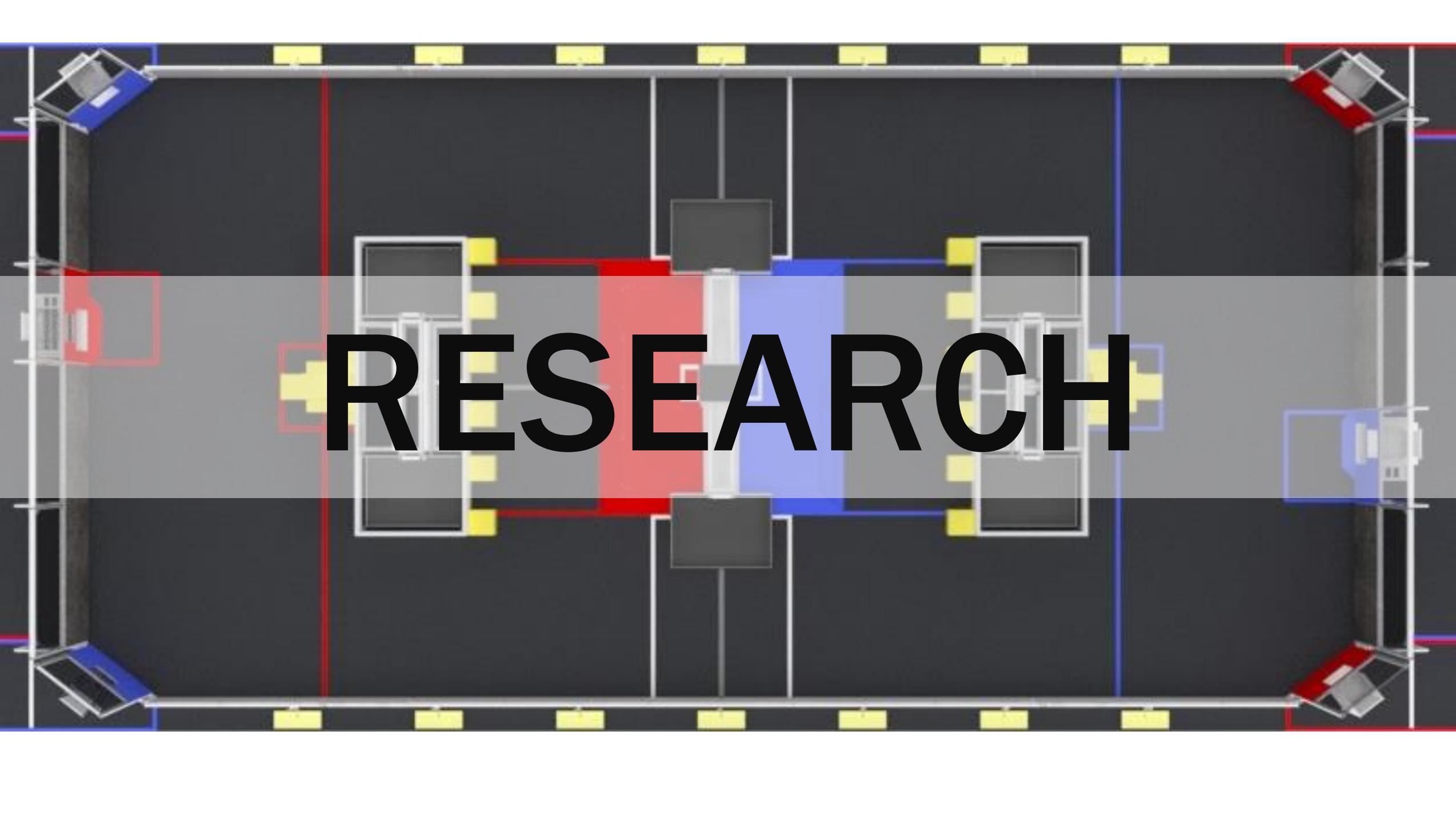
CONCURRENT POINT GENERATION.

A top-down architectural floor plan of a room, likely a control room or server room. The room is divided into several sections by white lines representing walls and door frames. A central area is highlighted in red, and another area to its right is highlighted in blue. Yellow rectangular markers are placed along the walls and in the central area. There are two computer monitors on a desk in the center. The room has a dark grey floor and white walls. The text 'GAMEDAY' is overlaid in the center of the image.

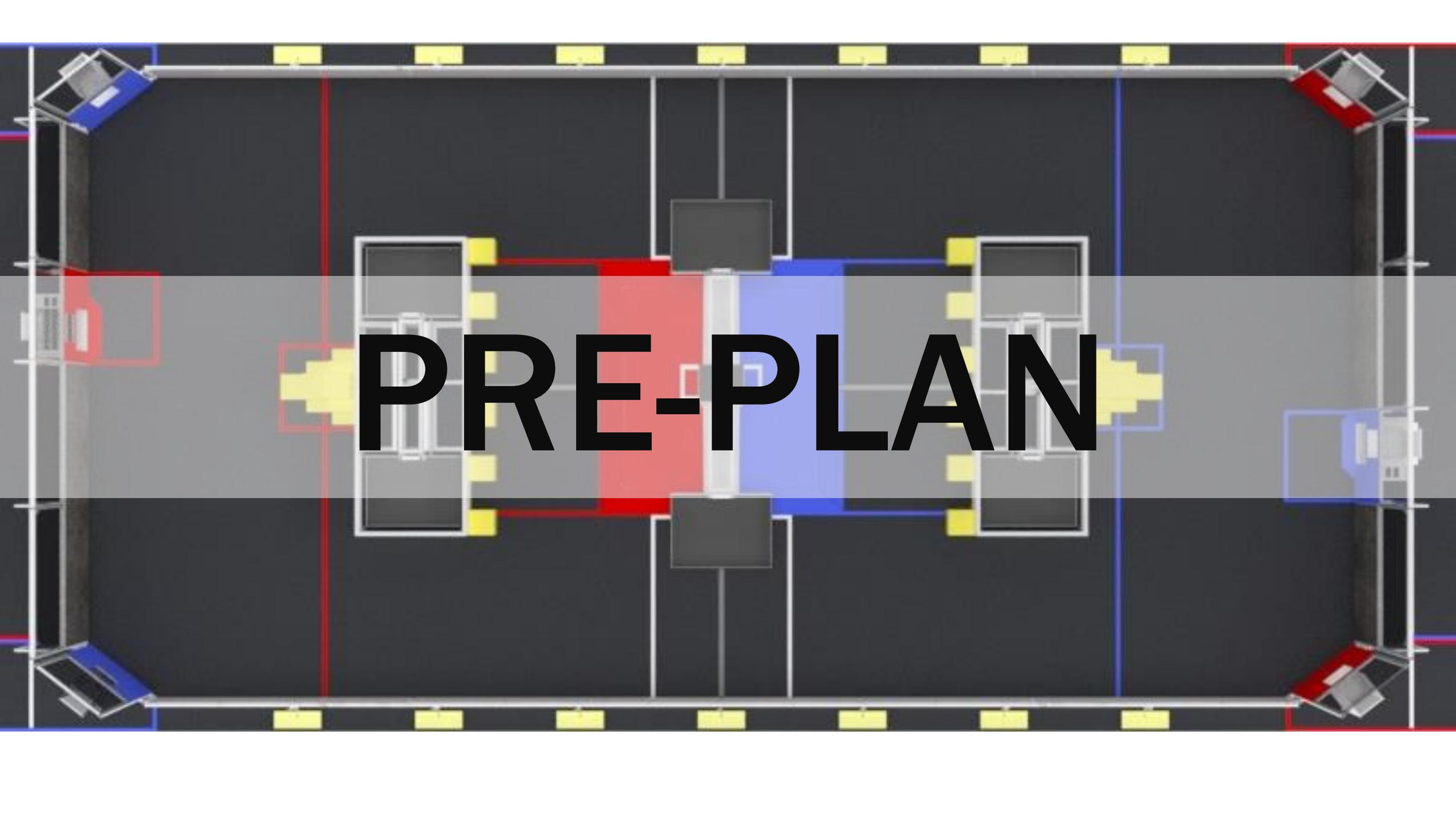
GAMEDAY

A top-down schematic of a robotic arena. The arena is a dark grey rectangle with a white grid. In the center, a robot is positioned, colored red and blue. The arena is divided into several zones: a central red zone, a blue zone to the right, and a grey zone to the left. There are yellow squares scattered throughout the arena, and a red and blue line runs along the top and bottom edges. The text "SET YOUR GOAL" is overlaid in the center in large, bold, black letters.

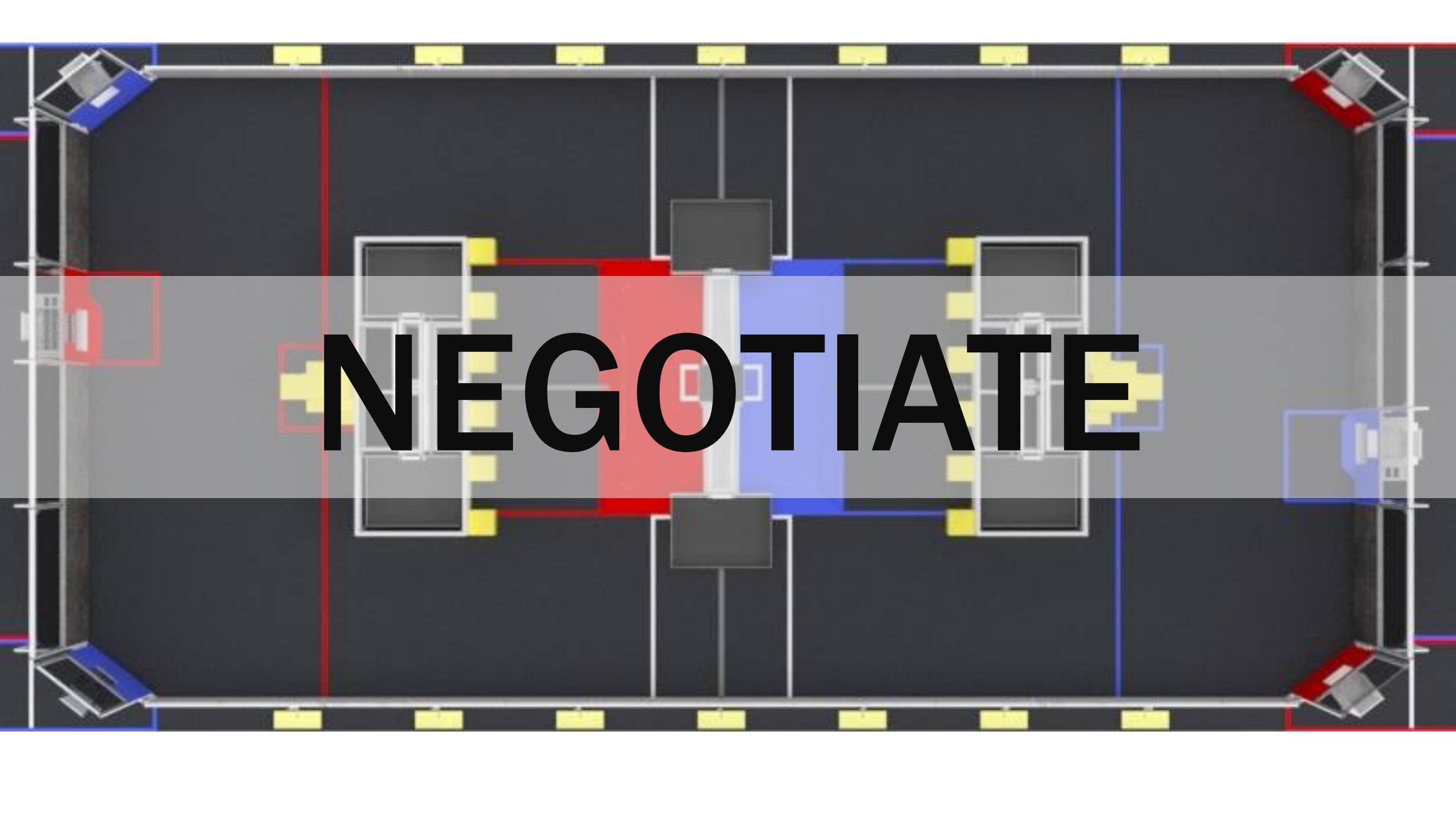
SET YOUR GOAL

A top-down schematic of a research facility. The layout is symmetrical around a central vertical axis. At the center, there are two large, overlapping rectangular areas: one colored red and one colored blue. These are flanked by two sets of rectangular structures, possibly workstations or equipment, each with a yellow cross-like symbol. The entire central area is enclosed within a larger rectangular frame. The outer perimeter of the facility is marked with yellow rectangular blocks along the top and bottom edges. In the four corners, there are specialized equipment units: blue units in the top-left and bottom-left corners, and red units in the top-right and bottom-right corners. A semi-transparent grey horizontal band runs across the middle of the image, containing the word "RESEARCH" in large, bold, black capital letters.

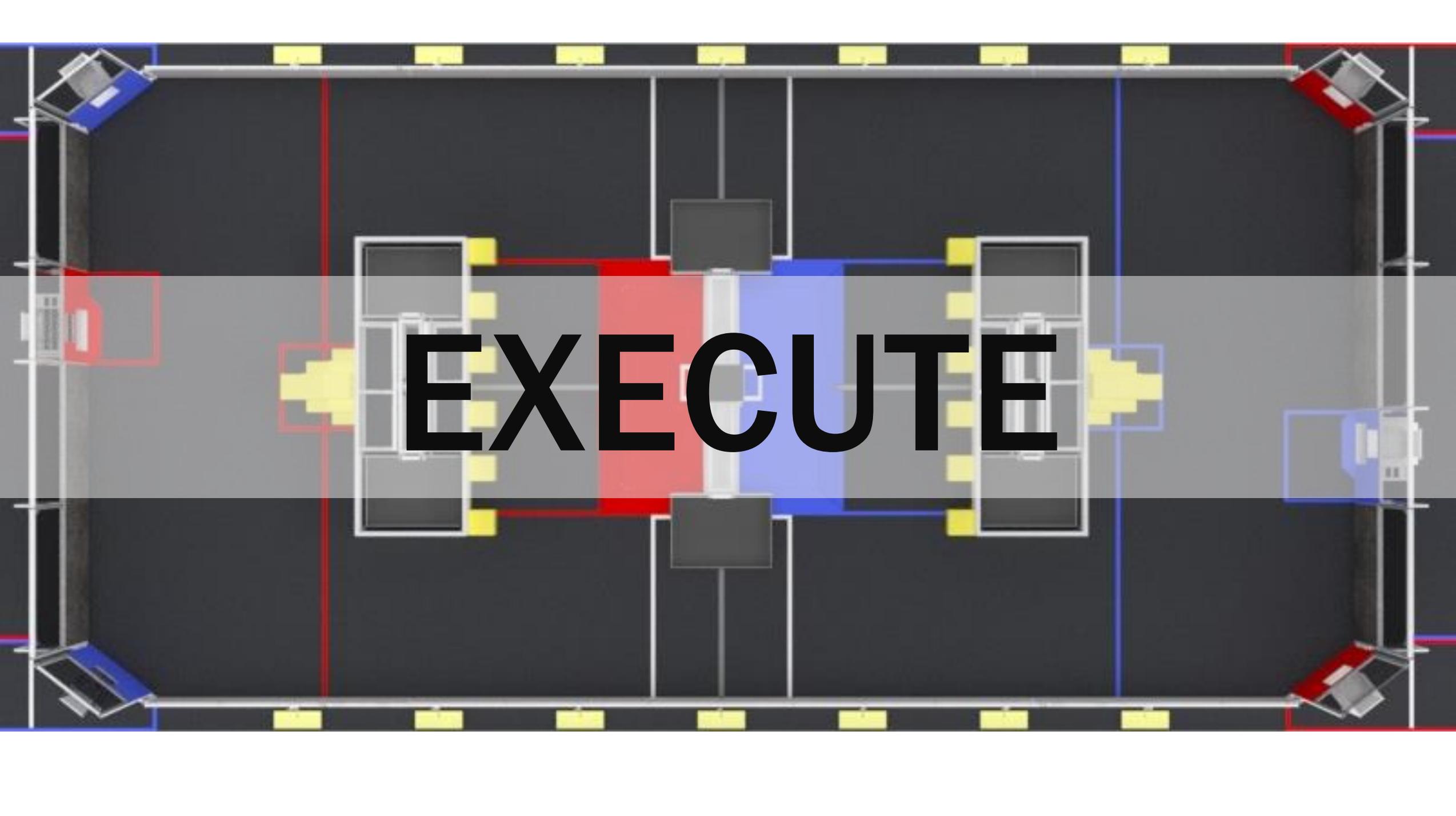
RESEARCH

A 3D architectural rendering of a room layout. The room is dark grey with a white grid floor. In the center, there are two large rectangular areas, one red and one blue, separated by a white vertical line. Yellow rectangular markers are placed around the perimeter of these central areas. The room has four corners with blue and red accents. A large, bold, black text 'PRE-PLAN' is overlaid in the center of the image.

PRE-PLAN

A 3D architectural rendering of a negotiation room. The room features a central table with two chairs on each side, all highlighted in a semi-transparent grey. The room is divided into sections by red and blue lines, and yellow markers are placed along the walls. The word "NEGOTIATE" is written in large, bold, black capital letters across the center of the image, overlaid on a semi-transparent grey banner.

NEGOTIATE

A top-down schematic of a room, possibly a control room or a laboratory. The room is dark grey with white structural lines. In the center, there are two large rectangular areas, one red and one blue, separated by a vertical white line. Yellow rectangular markers are scattered around the room, particularly near the center and along the walls. The word "EXECUTE" is written in large, bold, black capital letters across the center of the image, overlaid on a semi-transparent grey horizontal band. There are also some blue and red rectangular areas near the corners of the room, and a few small grey rectangular shapes in the center.

EXECUTE