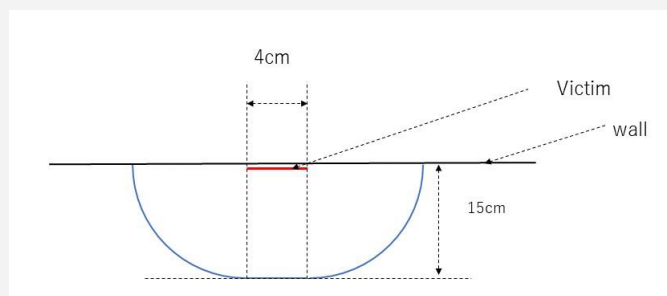


Rescue Maze Video Arena



ZADATAK

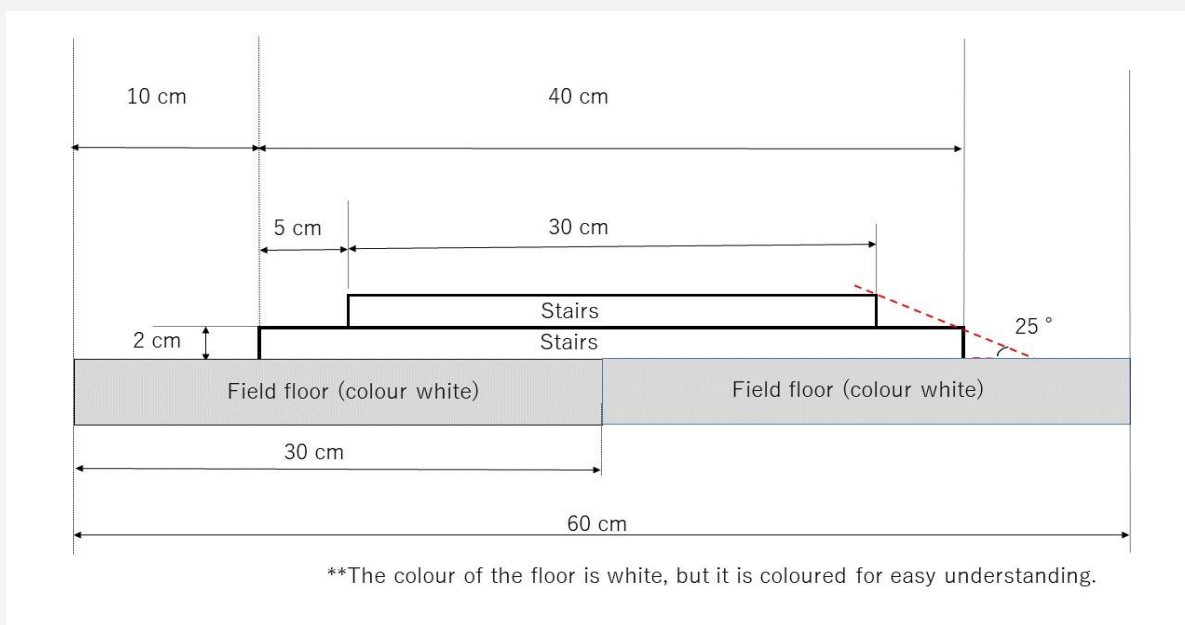
- Svaki tim mora snimiti jednu arenu za svaki nivo (ukupno dvije arene)
- Vrijeme za samo jednu vožnju je 4 minute po službenim pravilima rescue mazea (https://junior.robotcup.org/wp-content/uploads/2022Rules/2022_RescueMaze_Rules_draft01.pdf)
Za svaki nivo arene robot mora biti puštan dva puta za redom video na areni (ne dva videa nego sve u istom videu za jednu arenu, ukupno dva videa za dva nivoa arena)
- Na snimci mora biti jasno vidljiv sat pored arene kako bi bili sigurni da je snimano u realnom vremenu
- Video mora biti predan u .mp4 formatu
- **VIDEI NE SMIJU BITI UREĐIVANI NA BILO KOJI NAČIN**
- **Videi moraju biti postavljeni na youtube te link objavljen na discord server**
- **Prije snimanja na areni označiti područje 15 cm od žrtve koja jasno mora biti vidljivo na videu prilikom ispuštanja paketića.**



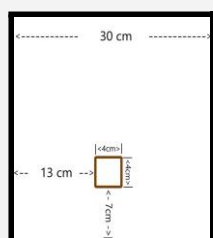
ELEMENTI ARENA

Sva mjerenja smiju odstupati $\pm 10\%$ od originalnih mjera.
 Npr. 10 cm od prepreke znači mogući interval od 9 do 11 cm.
NAPOMENA: „speed bumps“ moraju biti 2 cm u visinu!

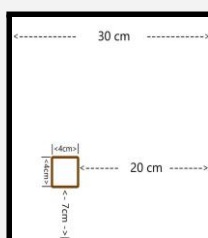
Stepenice



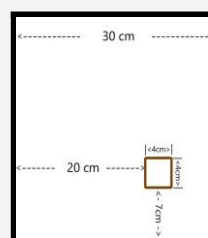
Pozicija žrtve



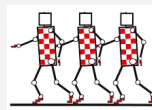
Sredina



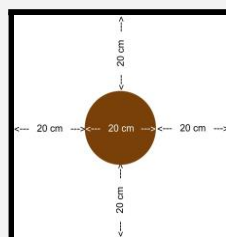
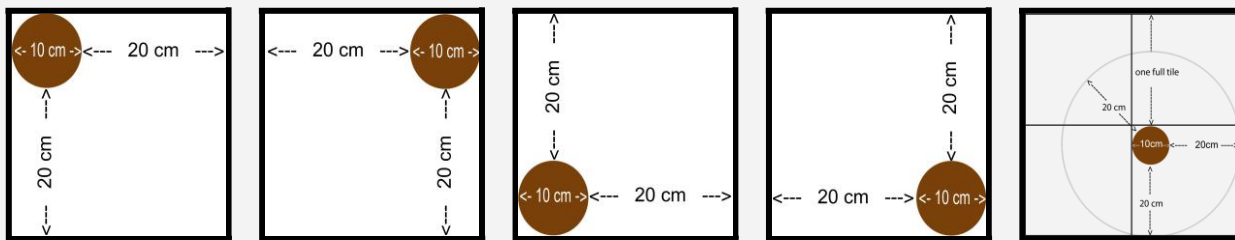
Bliže lijevo



Bliže desno



Pozicija prepreke



Ostali elementi arene

H



S



U



Start



Check
point



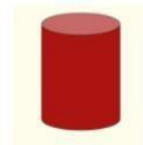
Black
Tile



Heated



Speed
Bump



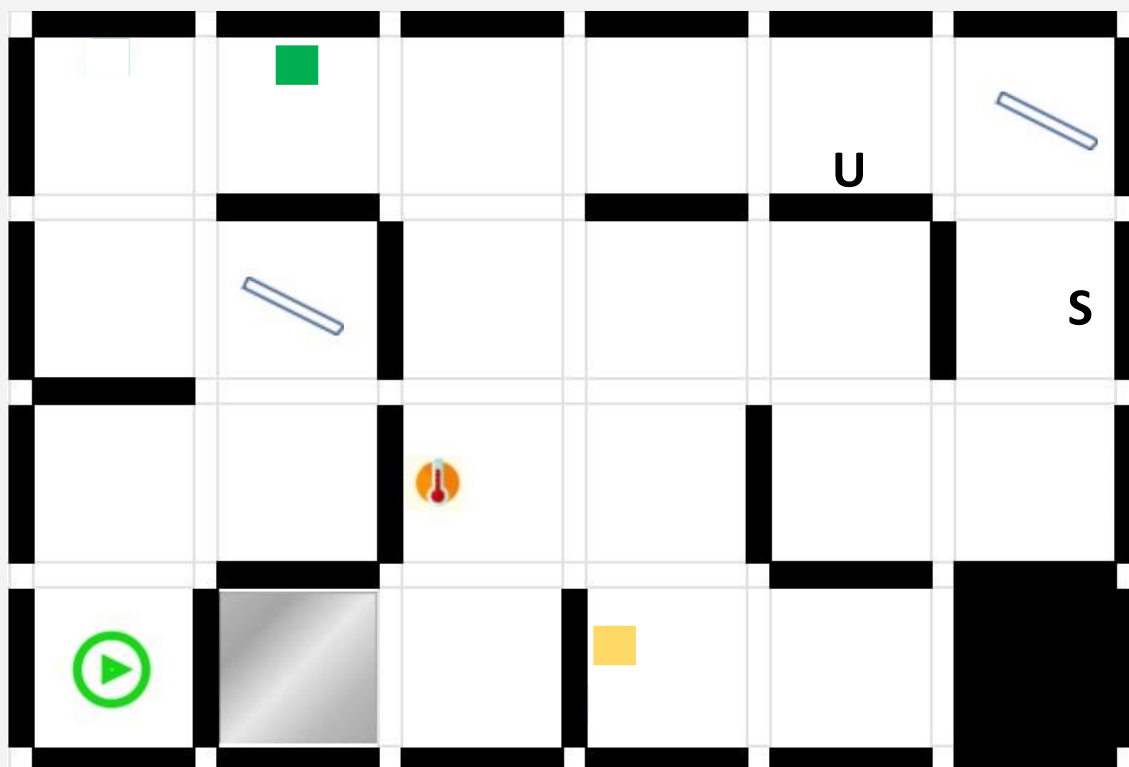
Obstacle



Stair

NIVO 1 – MAKSIMALAN BROJ BODOVA 240

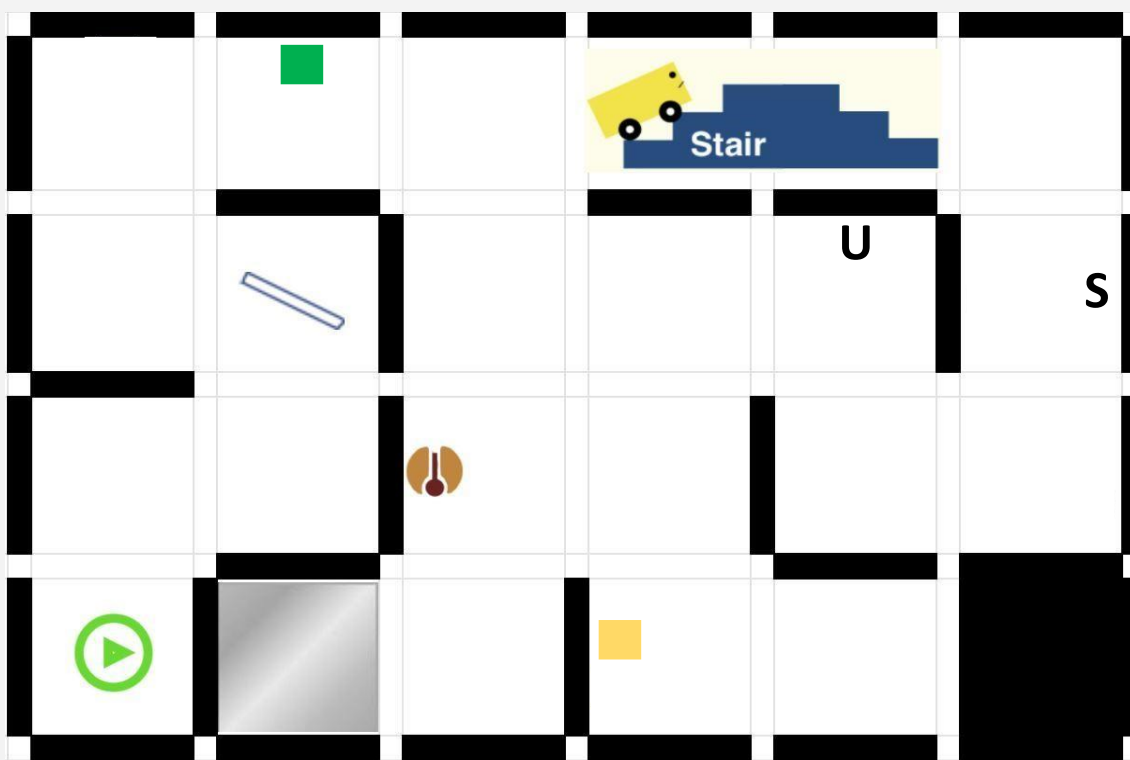
Nivo 1 - Arena 1



Nivo 1 – Tablica bodovanja za Arenu 1

				number	score
	Victim	Linear	Heated(10)	1	10
			VisualU(10)	1	10
			VisualS(10)	1	10
			Colour Green(5)	1	5
			Colour Yellow(5)	1	5
	RescueKit			4	40
	Number of Victims			5	
	Checkpoint			1	10
	SpeedBump			2	10
	Reliability Bonus			9	90
	Exit Bonus			5	50
	Total Score				240

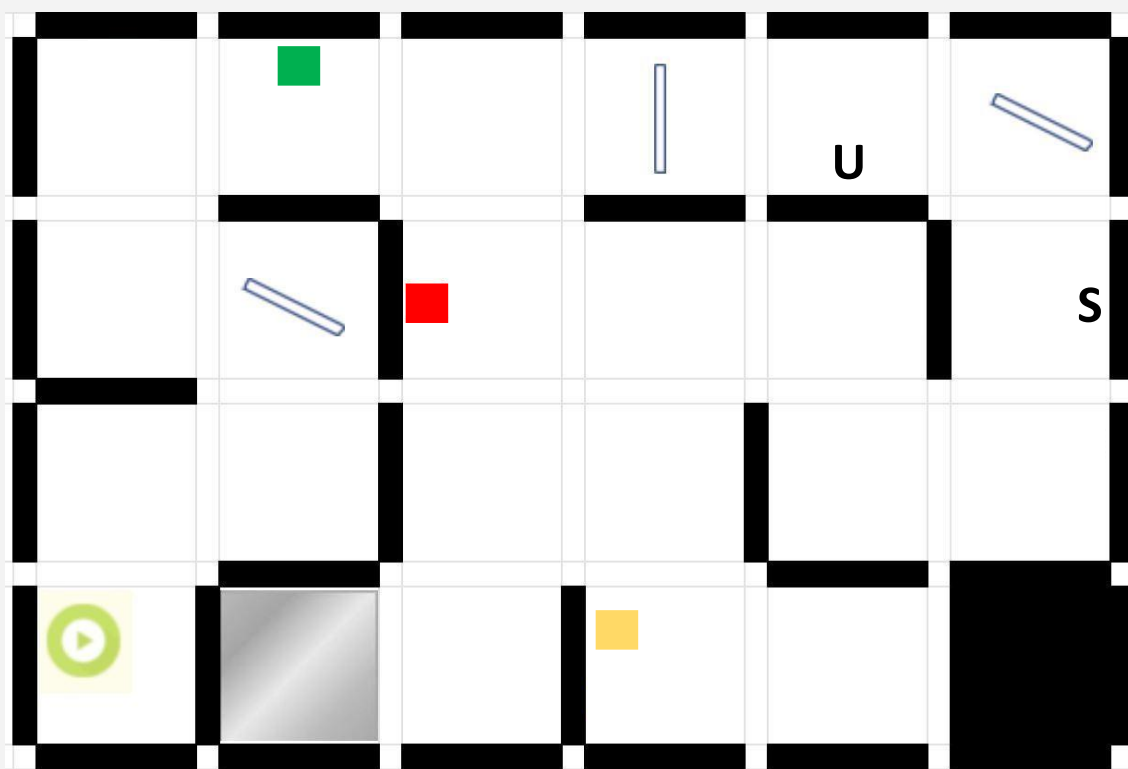
Nivo 1 - Arena 2



Nivo 1 – Tablica bodovanja za Arenu 2

	Victim	Linear	Heated(10)	1	10
			VisualU(10)	1	10
			VisualS(10)	1	10
			Colour Green(5)	1	5
			Colour Yellow(5)	1	5
	RescueKit			4	40
	Number of Victims			5	
	CheckPoint			1	10
	SpeedBump			1	5
	Stairs			1	5
	Reliability Bonus			9	90
	Exit Bonus			5	50
	Total Score				240

Nivo 1 - Arena 3

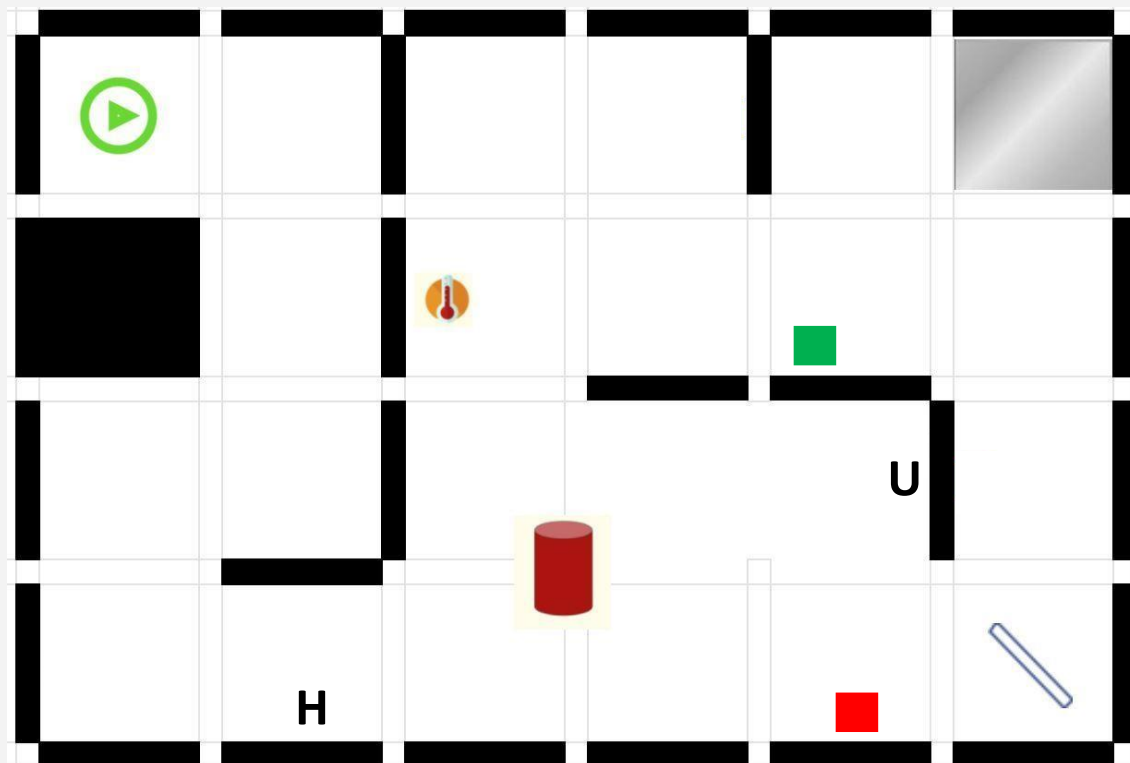


Nivo 1 – Tablica bodovanja za Arenu 3

	Victim	Linear	VisualU(10)	1		10
			VisualS(10)	1		10
			Colour Green(5)	1		5
			Colour Yellow(5)	1		5
			Colour Red(5)	1		5
	RescueKit			4		40
	Number of Victims			5		
	CheckPoint			1		10
	SpeedBump			3		15
	Reliability Bonus			9		90
	Exit Bonus			5		50
	Total Score					240

NIVO 2 – MAKSIMALAN BROJ BODOVA 275

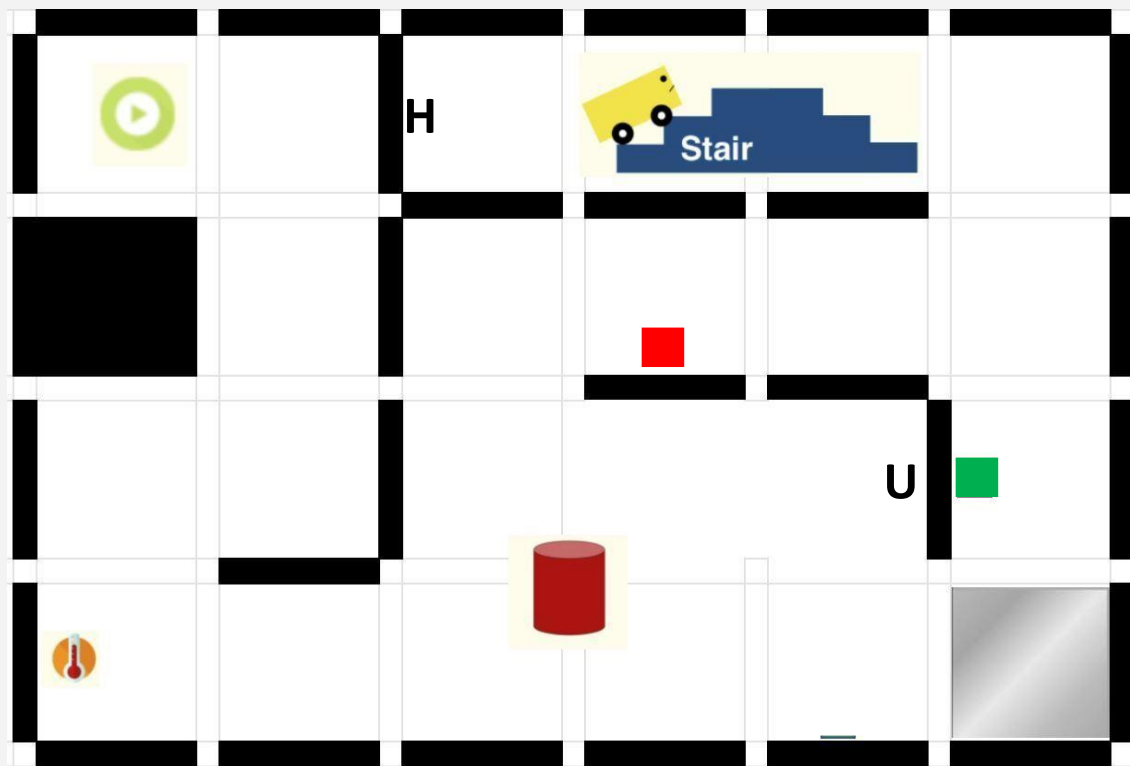
Nivo 2 - Arena 1



Nivo 2 – Tablica bodovanja za Arenu 1

					number ▼		score	
	Victim	Linear	Heated(10)		1		10	
			VisualH(10)		1		10	
			Colour Green(5)		1		5	
			Colour Red(5)		1		5	
		Floating	VisualU(30)		1		30	
	RescueKit				5		50	
	Number of Victims				5			
	CheckPoint				1		10	
	SpeedBump				1		5	
	Reliability Bonus				10		100	
	Exit Bonus				5		50	
	Total Score						275	

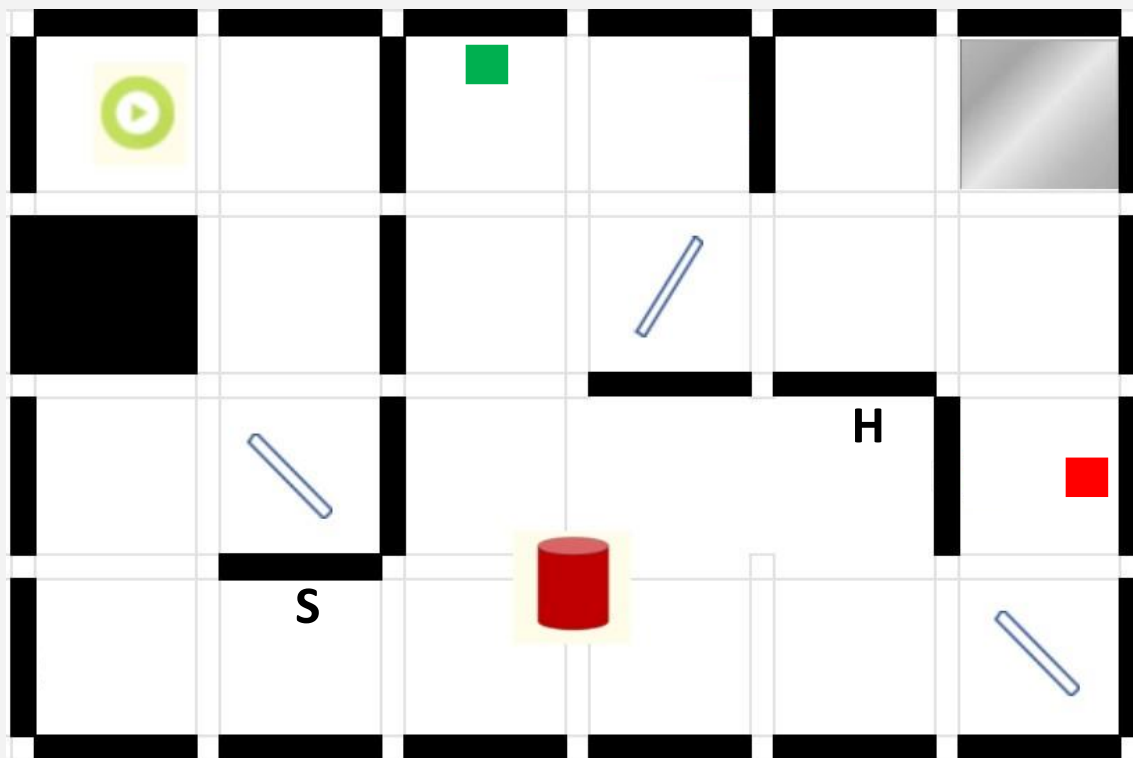
Nivo 2 – Arena 2



Nivo 2 – Tablica bodovanja za Arenu 2

				number	score	
	Victim	Linear	Heated(10)	1	10	
			VisualH(10)	1	10	
			Colour Green(5)	1	5	
			Colour Red(5)	1	5	
		Floating	VisualU(30)	1	30	
	RescueKit			5	50	
	Number of Victims			5		
	CheckPoint			1	10	
	Stairs			1	5	
	Reliability Bonus			10	100	
	Exit Bonus			5	50	
	Total Score				275	

Nivo 2 – Arena 3



Nivo 2 – Tablica bodovanja za Arenu 3

		Linear	VisualS(10)	1		10
			Colour Green(5)	1		5
			Colour Red(5)	1		5
		Floating	VisualH(30)	1		30
	RescueKit			6		60
	Number of Victims			4		
	CheckPoint			1		10
	SpeedBump			3		15
	Reliability Bonus			10		100
	Exit Bonus			4		40
	Total Score					275

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