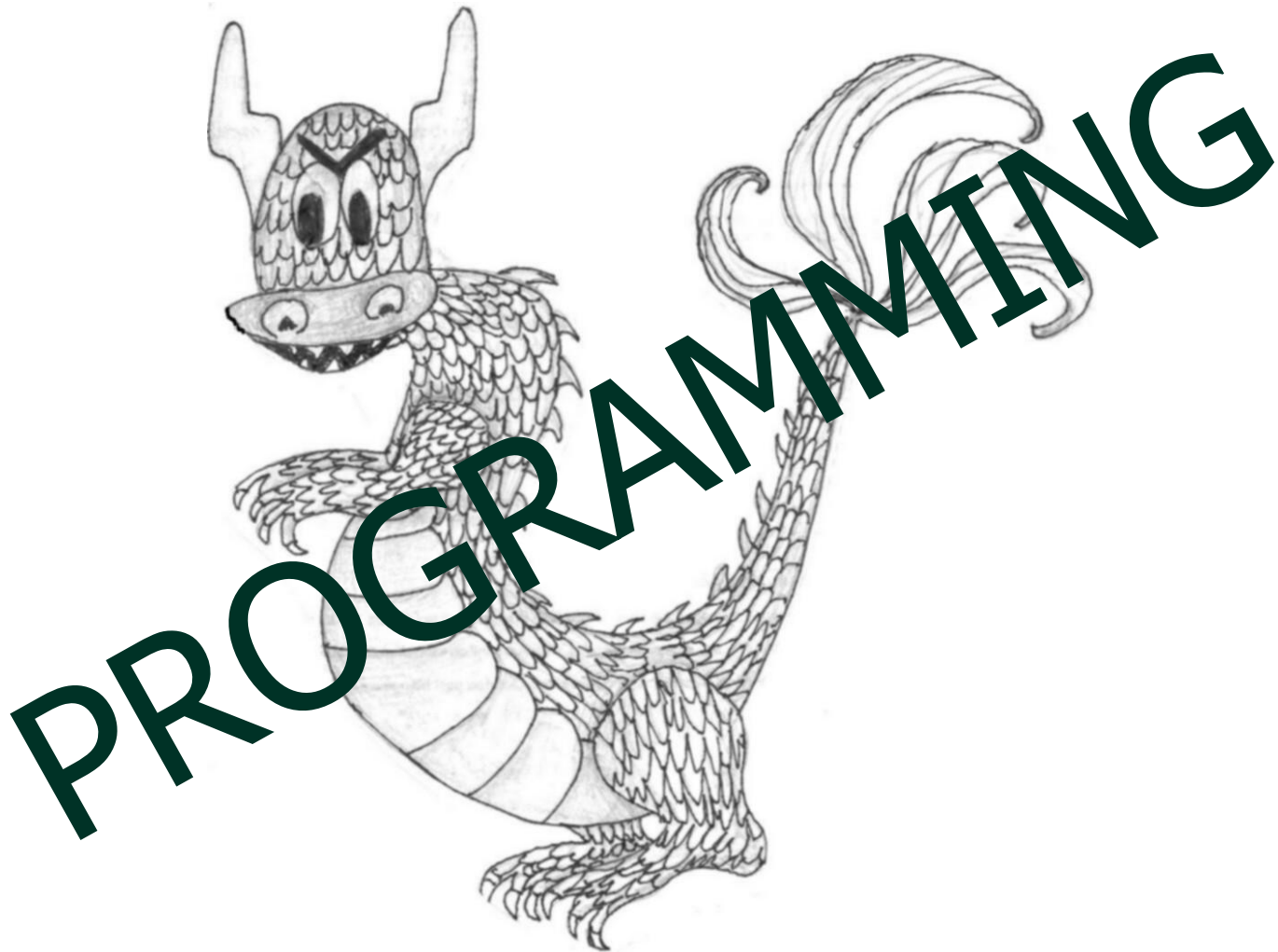


LAKE ANNE SEA MONSTERS ROBOT DESIGN
TEAM #4561



MASTER PROGRAM (BIG MAC)

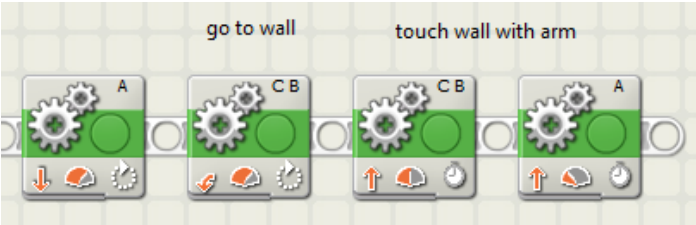
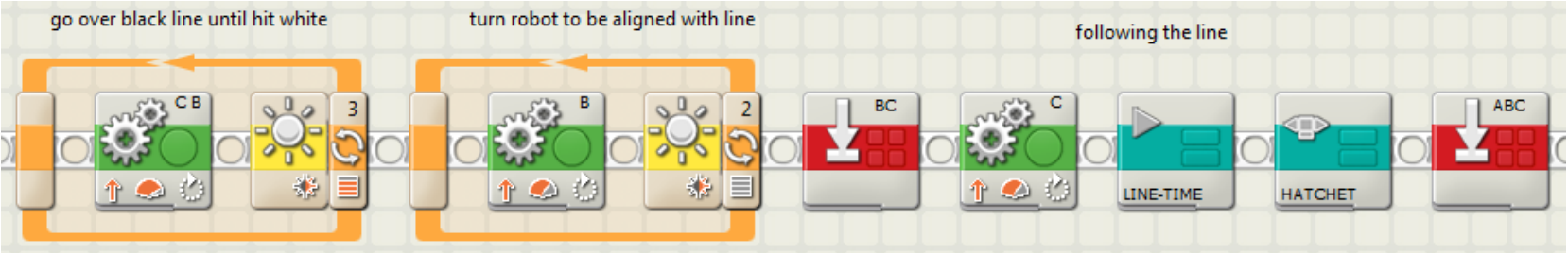
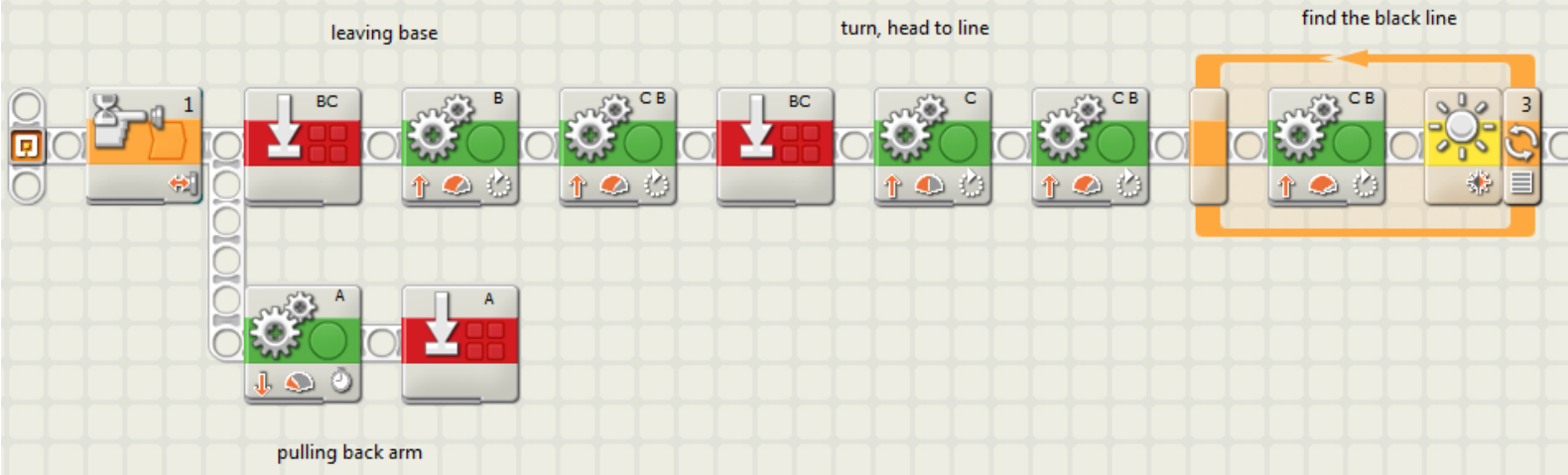


TIMING & SCORING OF BLOCKS

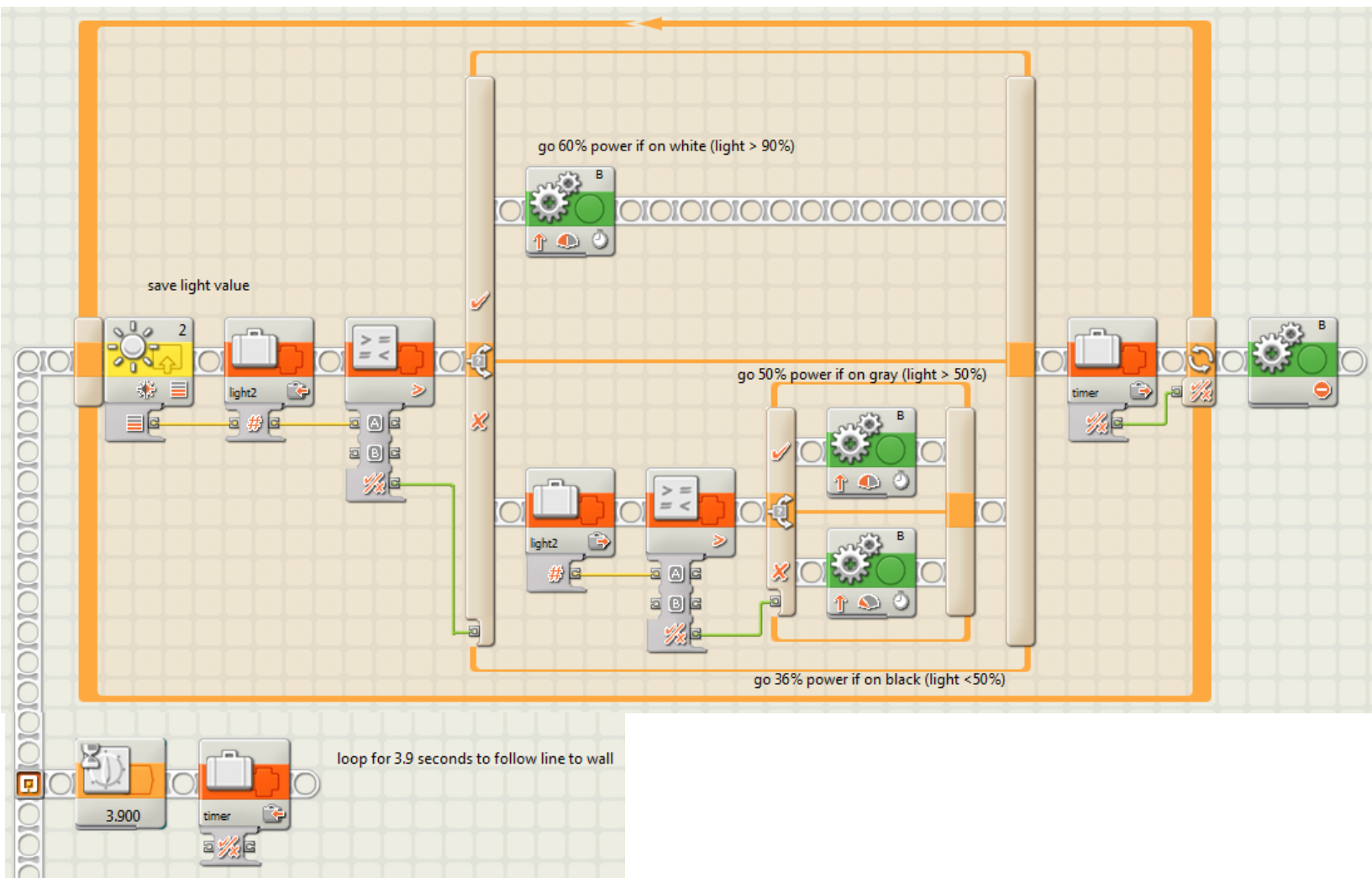
Block	Objects	Time (secs)	Score
Queso	Blue rat	11.0	15
Pizza Man 2	Red rat, pizza, ice cream	23.5	29
Go Fish Go	Fish, blue ball	5.3	13
Bacbucket	Collects green bacteria	4.9	12
Bacbucket #2	Collects pink bacteria	6.1	12
Sweet Corn	Corn and yellow ball	4.1	9
Truck	Truck	6.2	9
Happy Meal	Groceries	8.6	24
Fish Go Home	Returns small fish	3.3	0
Sink*	Deposits viruses	8.7	13
No Time	Thermometer, timer, touch east wall	26.3	43
	<no touch bonus - yellow bacteria>		72
		108.0	251

*excluded from Little Mac program

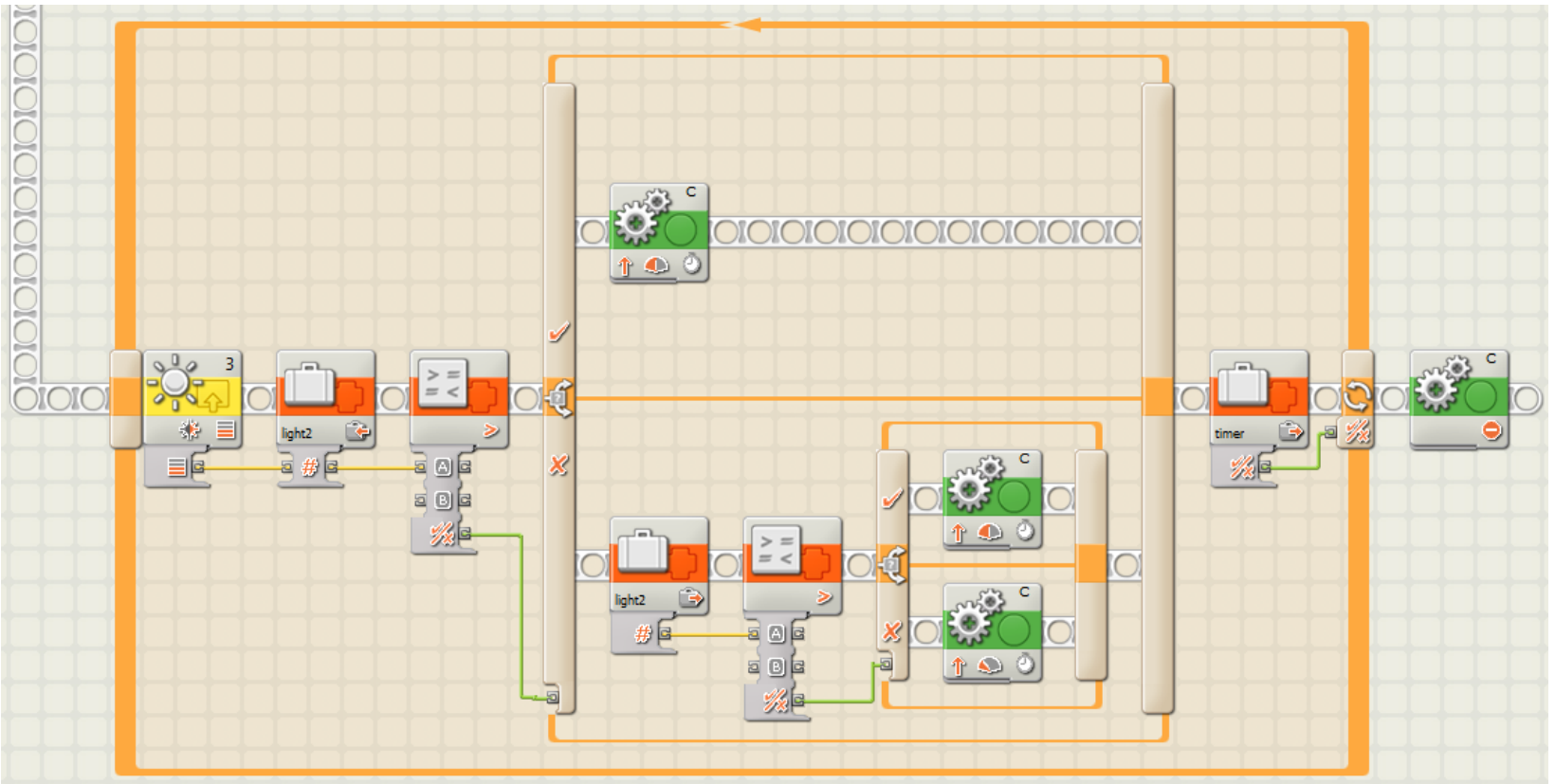
NO TIME (TRIPS THERMOMETER, TRIPS TIMER & GOES TO EAST WALL)



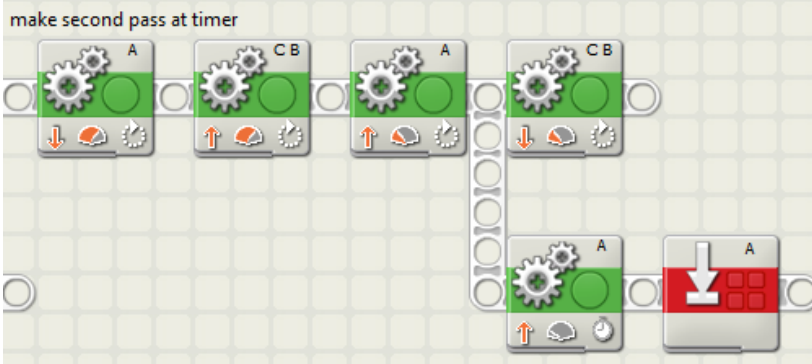
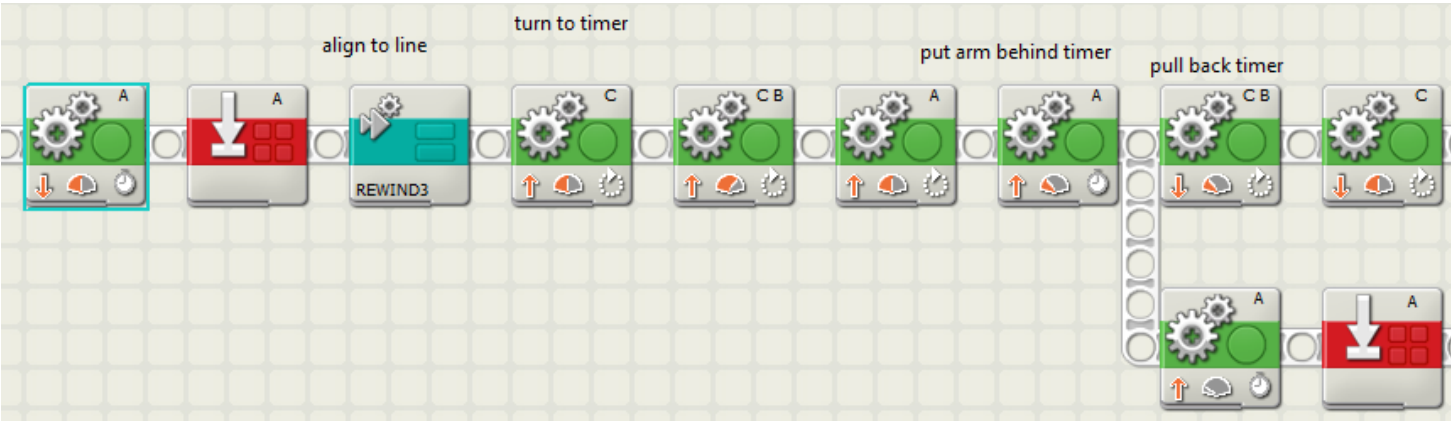
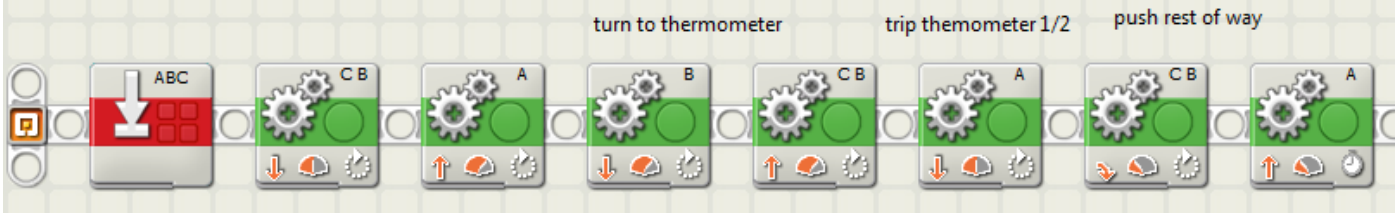
LINE-TIMER (FOLLOWS LINE FOR 3.9 SECONDS)



LINE-TIMER (FOLLOWS LINE FOR 3.9 SECONDS)



HATCHET (STARTS AT EAST WALL, TRIPS THERMOMETER, TRIPS TIMER & STOPS AT WALL)



KEY SEA MONSTER INNOVATION: REWIND3 (ALIGNS ROBOT PERPENDICULAR TO LINE)

