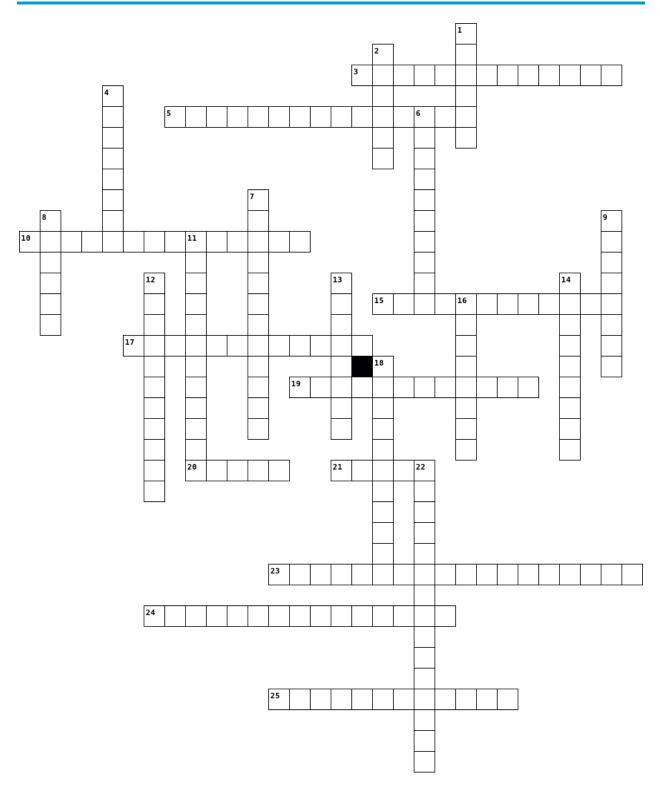
# **CROSSWORD PUZZLE**







## CLUES

#### Across

- 3. phrase used to reference the content that a person visualizes internally
- 5. actions or design choices that the design teams want to see, may also deserve some sort of return
- 10. a group of game designers
- 15. the imagery of the field including static visuals and/or robot actions playing out on a field
- 17. a brief summary that describes the story of a match
- 19. a period that robots run with driver interaction
- 20. an electromechanical assembly that participates in the game
- 21. a term used to describe a scenario in which as a competitor gains advantage, their adversary has more or easier opportunity to perform. It's an analogy to two pool players playing 8-ball; as one competitor clears their balls from the table, their adversary has cleaner shots for their balls still remaining.
- 23. aspects of a game that capture the attention of the audience
- 24. an action that to the audience appears hard, but is easy to accomplish
- 25. an action that causes game play

#### Down

- 1. an operator and controller of the robot
- 2. a robot that is just a drive train
- 4. an action or result in which my leave a team feeling unaccomplished or embarrassment
- 6. gameplay not under remote control
- 7. a fundamental game item located on the field
- 8. a document that guides teams through the game, rules and other relevant info
- 9. considerations and choices made in a game
- 11. a person on the team that constructs the story of the match
- 12. a student that supports game play
- 13. story of the match
- an object that the field and robot may interact with, typically used for scoring points
- a cooperative of typically three FIRST Robotics Competition teams and a backup team, as needed
- 18. robot movements that play the game
- 22. an action that to the audience appears easy, but is actually difficult to do





## **ANSWER KEY**

