# Rescue Maze Video Submission Field designs

ABOUT THE DOCUMENTATION AND TASK

- Each team must construct one field from each difficulty level (total of three fields)
- For each field record a sequence of three consecutive runs in one continuous video (i.e.: you will have three videos, each corresponding to one field design).
- To make sure that the runs are consecutive, you need to provide a visible clock in the frame.
- The three videos should not be edited when uploading.
- Before recording, please draw the boundary of the region which is 15cm away from the victim. This region should be visible on the recording so the referees can judge whether the rescue kit has been placed correctly. If your camera is far away and the line cannot be seen clearly, please record the field close by after the run. The right figure is an example when the width of the Heated Victim is 4 cm. If the width was not 4 cm, please adjust it to that width.
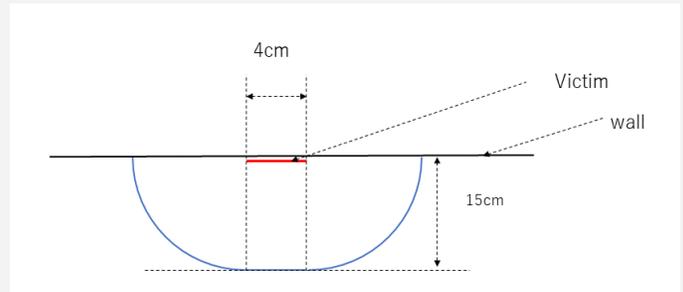

REFERENCE FOR FIELD ELEMENTS

Reminder: All measurements shown in this article adhere to the rule - ±10 % error margin. For example, 10cm shown for an obstacle means it may range from 9 to 11cm.

Stairs

**The colour of the floor is white, but it is coloured for easy understanding.
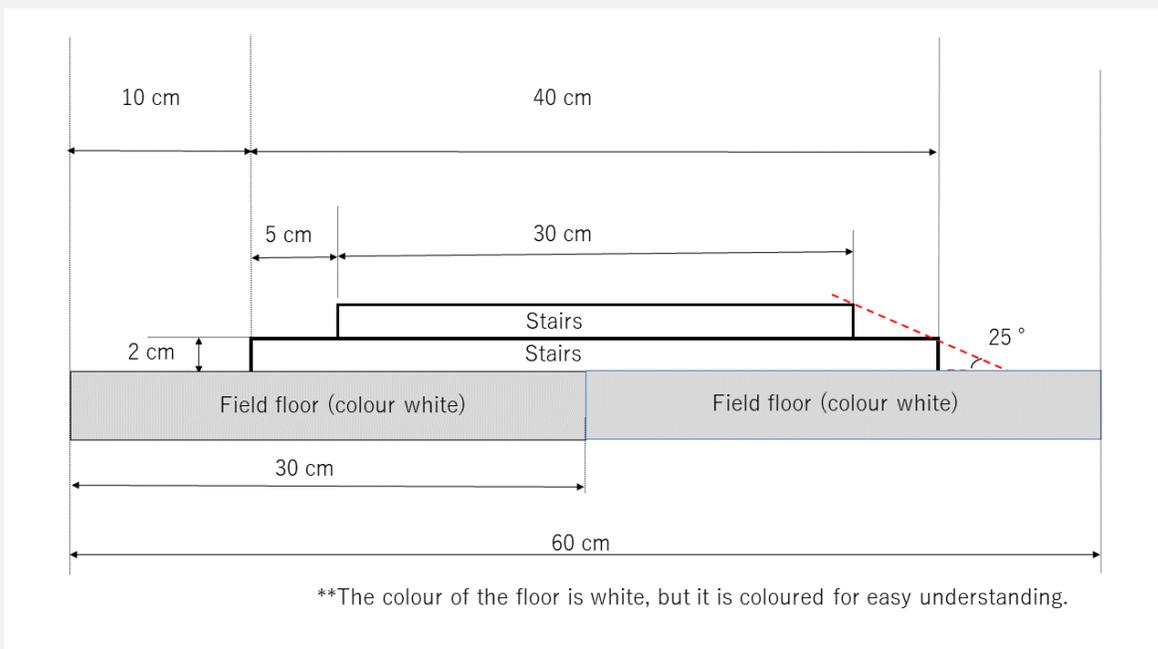
Victims Positioning
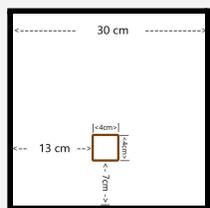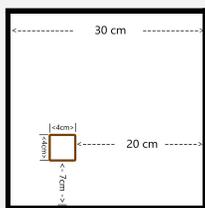
Center   Closer to the left   Closer to the right
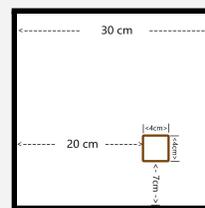
## Obstacles
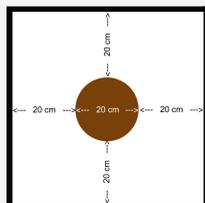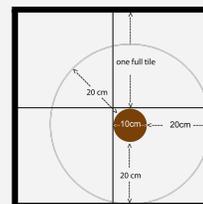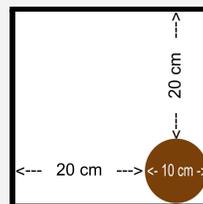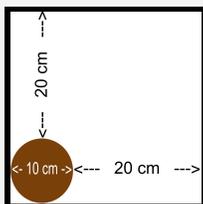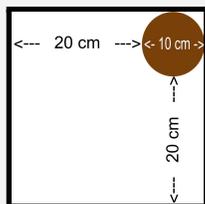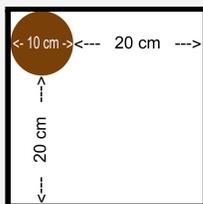
Objects Reference for the fields maps below

H	S	U	Start	Check point	Black Tile

Heated	Speed Bump	Obstacle	Stair
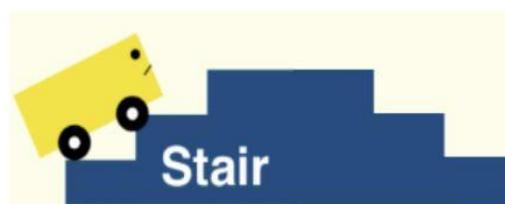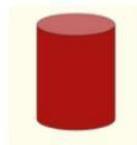
EASY – MAX SCORE 240

Easy- Field 1 map

Easy- Field 1 Score Table

					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**

Easy – Field 2 map
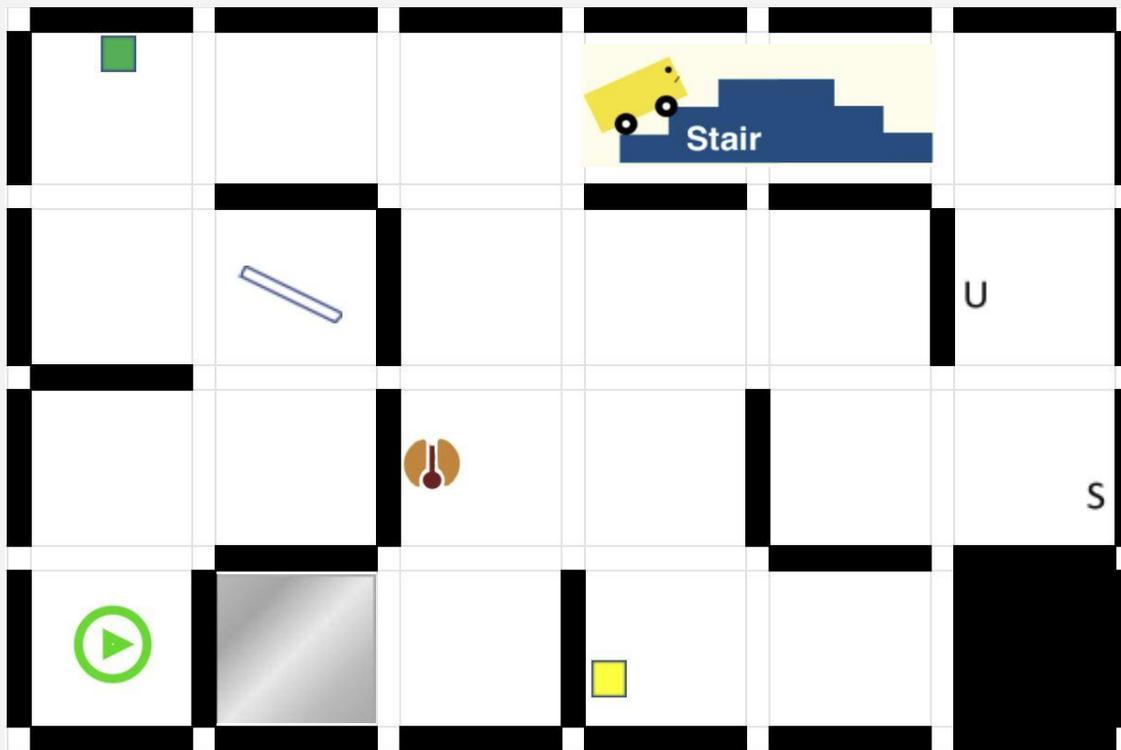
Easy- Field 2 Score Table

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**

Easy – Field 3 map
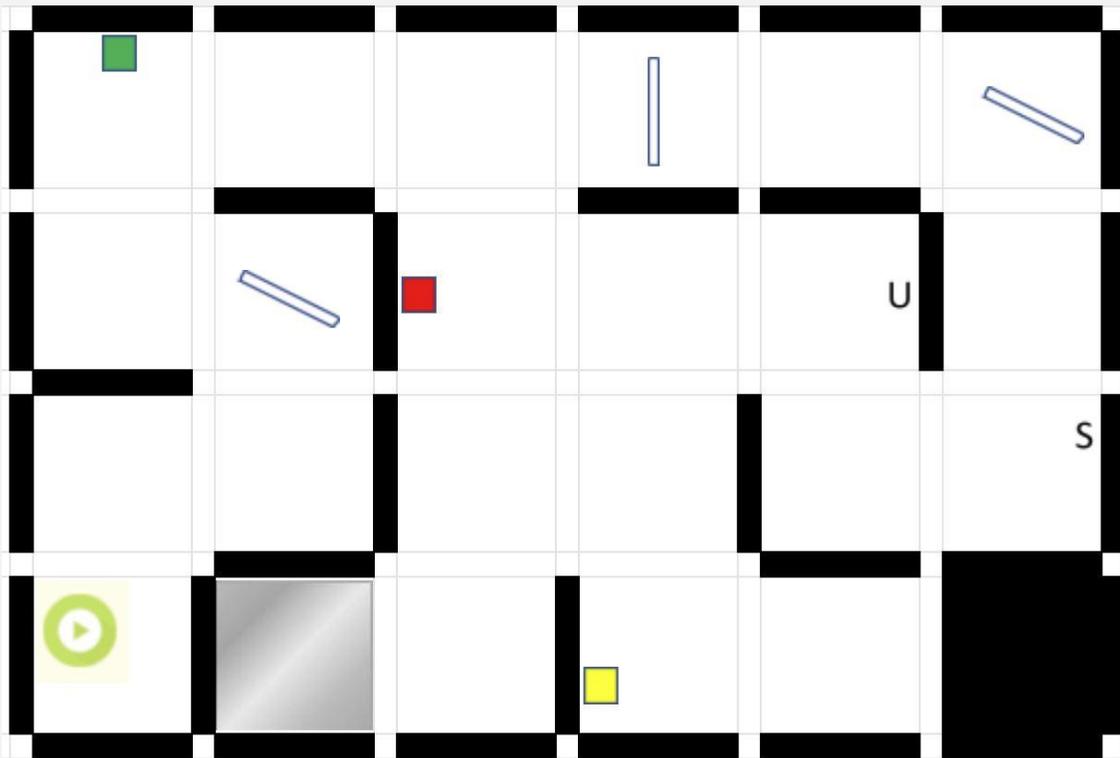
Easy- Field 3 Score Table

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**

Medium - MAX SCORE 275

Medium - Field 1 map
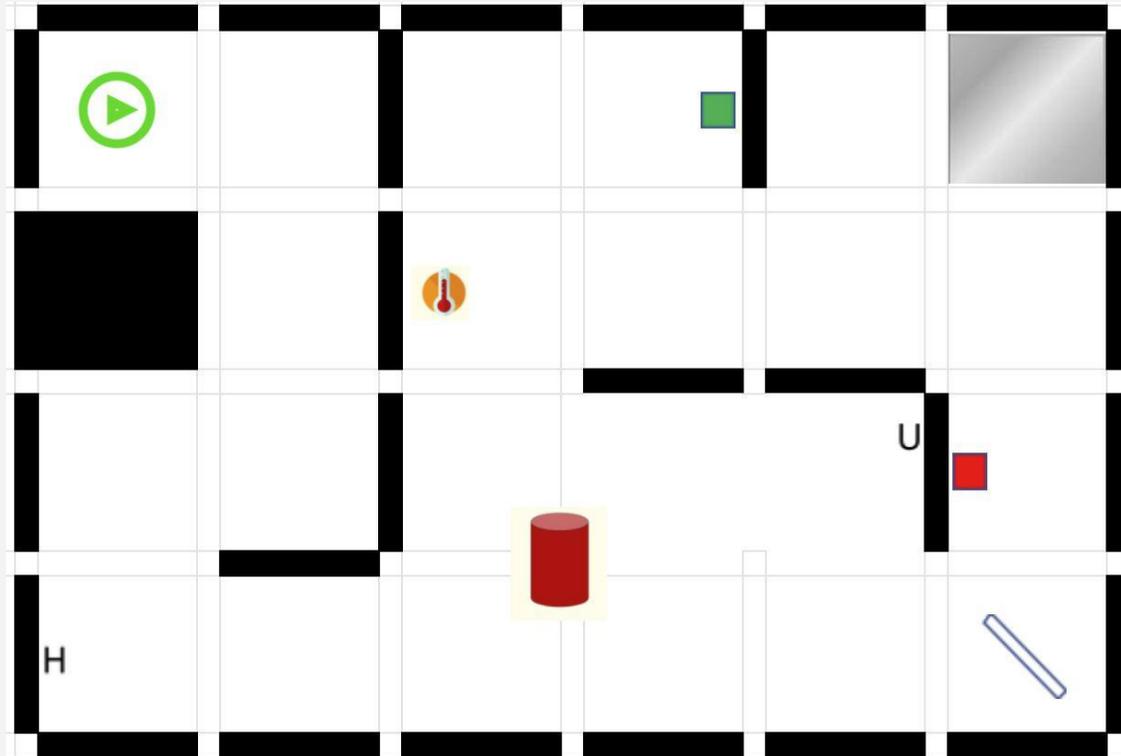
Medium - Field 1 Score Table

				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**	

Medium - Field 2 map

Medium - Field 2 Score Table

				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**	

Latest Update: 06/09/21
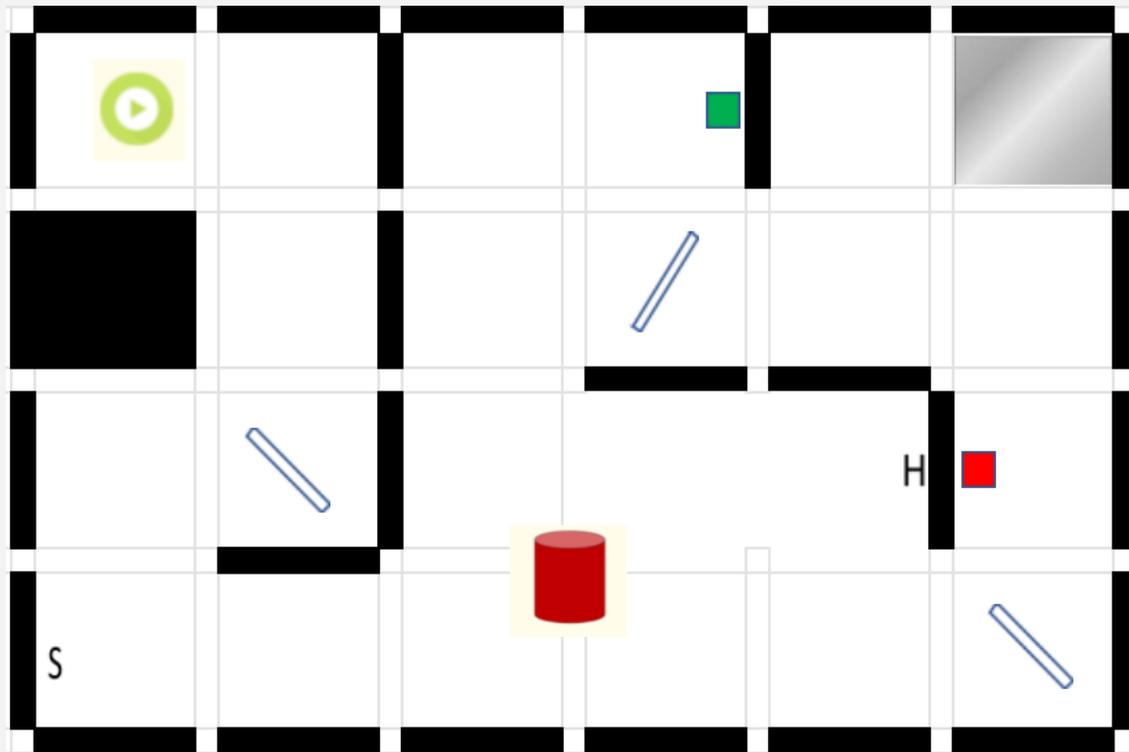
Medium – Field 3 map

Medium - Field 3 Score Table

		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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Difficult - MAX SCORE 305

Difficult - Field 1 map
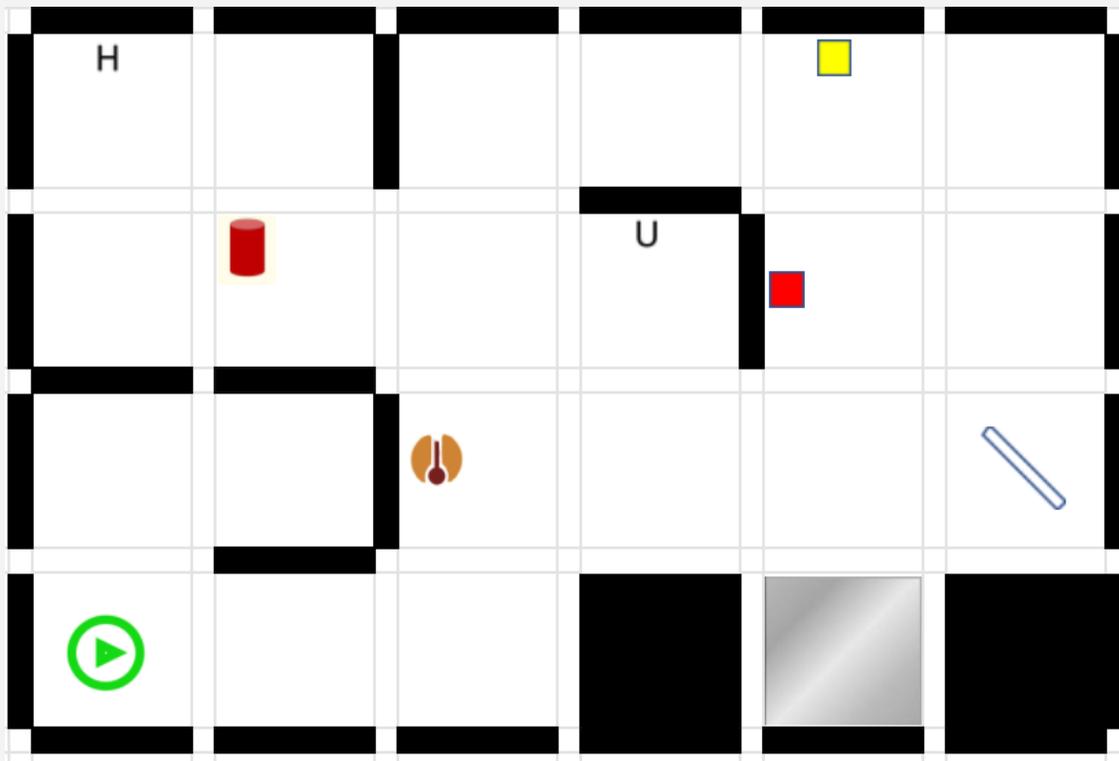
Difficult Field 1 Score Table

				number ▼		score	
	Victim	Linear	Heated(10)	1		10	
			VisualH(10)	1		10	
			Colour Yellow(5)	1		5	
		Floating	VisualU(30)	1		30	
			Colour Red(15)	1		15	
	Rescue Kit			6		60	
	Number of Victims			5			
	CheckPoint			1		10	
	SpeedBump			1		5	
	Reliability Bonus			11		110	
	Exit Bonus			5		50	
	Total Score					**305**	

Difficult – Field 2 map

Difficult Field 2 Score Table

				number		score	
Victim	Linear		Heated(10)	1		10	
			VisualH(10)	1		10	
			Colour Yellow(5)	1		5	
		Floating	VisualU(30)	1		30	
			Colour Red(15)	1		15	
Rescue Kit				6		60	
Number of Victims				5			
CheckPoint				1		10	
Stairs				1		5	
Reliability Bonus				11		110	
Exit Bonus				5		50	
Total Score						**305**	

Difficult – Field 3 map

"S" on this wall
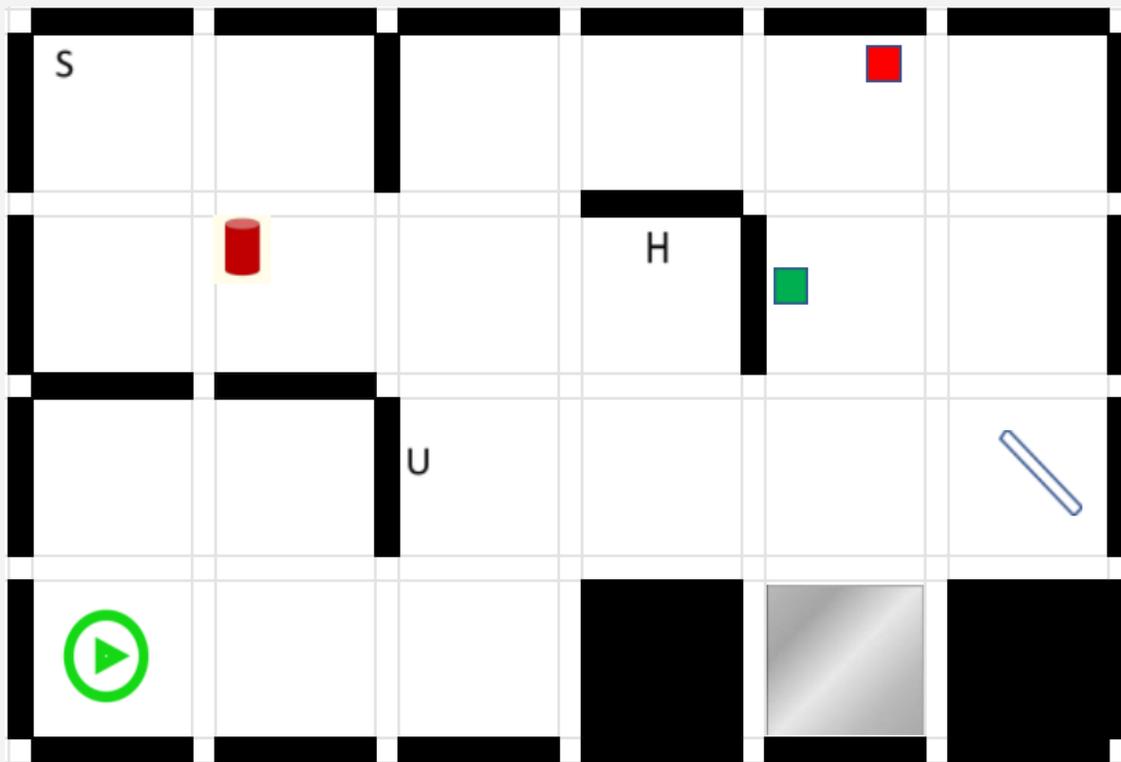
Difficult Field 3 Score Table

				number		score	
		Linear	VisualU(10)	1		10	
			VisualS(10)	1		10	
			Colour Red(5)	1		5	
		Floating	VisualH(30)	1		30	
			Colour Green(15)	1		15	
	Rescue Kit				6		60
	Number of Victims				5		
	CheckPoint				1		10
	SpeedBump				1		5
	Reliability Bonus				11		110
	Exit Bonus				5		50
	Total Score						**305**