

Castle Crasher: Lesson 2 - Check Your Understanding

Challenge Activity Questions

- 1. Which of the following accurately describes the Field set up for Buckyball Blitz?**
 - a. Buckyball Blitz is played on a 2' x 6' Field
 - b. Buckyball Blitz is played on a 3' x 3' Field that is set up as an inclined plane.
 - c. Buckyball Blitz is played on a 4' x 6' Field.
 - d. Buckyball Blitz is played on a 4' x 4' Field that is raised by attaching Field Walls underneath.

- 2. How many Buckyballs should be placed on the Field when setting up the Buckyball Blitz Challenge?**
 - a. 4
 - b. 5
 - c. 3
 - d. 10

- 3. The object of the Buckyball Blitz Challenge is:**
 - a. To create a VEXcode EXP project to clear all five Buckyballs from the Field as quickly as possible.
 - b. To create a VEXcode EXP project to stack all the Buckyballs.
 - c. To remove only one Buckyball from the Field.
 - d. To make a tower with the Buckyballs.

- 4. What happens if the robot falls off the Field in the Buckyball Blitz Challenge?**
 - a. If the robot falls off of the Field, hand-place the robot back on the Field, reset the Buckyballs, restart the timer, and start over.
 - b. The robot is disqualified.
 - c. If the robot falls off of the Field, hand-place the robot back on the Field, but keep the timer running.
 - d. The game is over.

- 5. Which of the following is true about the Buckyball Blitz Challenge?**
 - a. Buckyball Blitz gameplay is driver controlled.
 - b. Buckyball Blitz gameplay is completely autonomous.
 - c. Buckyball Blitz is played for exactly 2 minutes.
 - d. Buckyball Blitz is played with 2 robots vs. 2 robots.