

Coding Olympiad – Arena Battles

Final Exam Guidelines for Participants

Exam Start Date and Time: 14 March 2026 - 00:00 (12:00 AM) (GMT)

Exam End Date and Time: 15 March 2026 - 12:00 PM (GMT)

Total Exam Duration: 36 hours (GMT)

Exam Entry or Start Time: You can start the exam at any time during the exam period.

Exam Access and Submissions: You may log in and out freely during the 36-hour window; you may resubmit code multiple times, but only the final submission before the portal closes will count.

Final Code Submission: Submit your exam at least 5 minutes before the exam period ends, and avoid making any code edits during this time to ensure your final version is saved correctly.

- Exam will be held via the Coding Olympiad student portal.
- No additional links or emails will be sent.
- The exam cannot be accessed via CodeCombat's website.
- Please do not attempt to log in through CodeCombat's web page during the exam.
- Before connecting to the exam each time, you must activate your camera and share your entire screen. The Coding Olympiad exam portal has an integrated camera program that you can synchronize with your device's camera.

This document provides the official rules, procedures, and scoring details for the Final Exam of the Coding Olympiad in the Arena Battles (CodeCombat) category. Please read it carefully before the exam period begins. Understanding these guidelines will help ensure a smooth, fair, and successful competition experience.

What is the CodeCombat Arena Battles?

The **Arena Battles** category of the Coding Olympiad is a multiplayer coding platform where students program the behavior of in-game characters, known as **heroes**, using real programming languages, **Python** or **JavaScript**. The objective is to create intelligent, strategic code that outperforms other players' code in real-time battles.

In the Arena Battles, your hero competes automatically against others to achieve objectives such as collecting resources or defeating enemies. You will apply everything learned in training, logic, algorithms, and strategic thinking, to design the smartest hero possible.

Objective of the Final Exam

The Final Exam in the **Arena Battles** category allows students to demonstrate both programming proficiency and strategic problem-solving in a competitive coding environment. Your task is to write, test, and submit code that controls your hero's actions and strategy to win matches against other players.

Preparation Before the Final Exam

Before the final, it is strongly recommended that you complete the **CodeCombat training levels** available in your account. These levels cover essential programming and strategy topics needed for success in the Arena.

Key Areas to Review

Programming Basics

- Moving heroes using coordinates
- Understanding syntax in Python or JavaScript
- Using loops to repeat actions efficiently
- Applying conditional logic (if, else)

Combat and Strategy

- Coding attacks and defense mechanisms
- Targeting enemies based on distance, health, or type
- Learning and utilizing different hero abilities effectively

Problem-Solving and Algorithms

- Pathfinding and efficient movement
- Managing in-game resources (gold, mana, etc.)
- Adapting your hero's behavior to various opponents

Training Arena - Farmscape Blitz Arena

To support this preparation, students are introduced to the **FARMSCAPE BLITZ ARENA**, an exclusive training environment available only to Coding Olympiad participants, designed to simulate the conditions of the Final Exam.

Important Notice:

The **Farmscape Blitz Arena** is only for practice. The **Exam Arena** will be a completely different environment with new conditions and challenges. Performance in the training arena does not affect your final exam results.

