Coding Olympiad – Arena Battles Final Exam Guidelines for Participants

Exam Start Date and Time: 25 October 2025 - 00:00 (12:00 AM) (GMT)

Total Exam Duration: 36 hours (GMT)

Exam End Date and Time: 26 October 2025 - 12:00 PM (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

Final Code Submission: Submit your exam at least 5 minutes before the exam period ends, and avoid

resubmit code multiple times, but only the final submission before the portal closes will count.

making any code edits during this time to ensure your final version is saved correctly.

Exam will be held via the Coding Olympiad student panel. No additional links or emails will be sent.

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.

The exam cannot be accessed via CodeCombat's website.

Please do not attempt to log in through CodeCombat's web page during the exam.

- 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.
- Mhat is the CodeCombat Arena Battles?

- This document provides the official rules, procedures, and scoring details for the Final Exam of the Coding
- 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 bat-

strategic thinking, to design the smartest hero possible. **©** Objective of the Final Exam

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

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

Preparation Before the Final Exam

against other players. Before the final, it is strongly recommended that you complete the **CodeCombat training levels** available

Key Areas to Review

Moving heroes using coordinates

Arena. CURRENT CLASSES Programming Basics coding_11_python (Python)

Introduction to Computer Science

view certificate

Game Development 1 view map Last level played: 3. Hero's Journey

Play Arena

✓ Course Complete

in your account. These levels cover essential programming and strategy topics needed for success in the

Using loops to repeat actions efficiently Applying conditional logic (if, else)

Understanding syntax in Python or JavaScript

Web Development 1 view map Combat and Strategy Start Coding attacks and defense mechanisms Computer Science 2 view map view challenge levels Start Targeting enemies based on distance, health, or

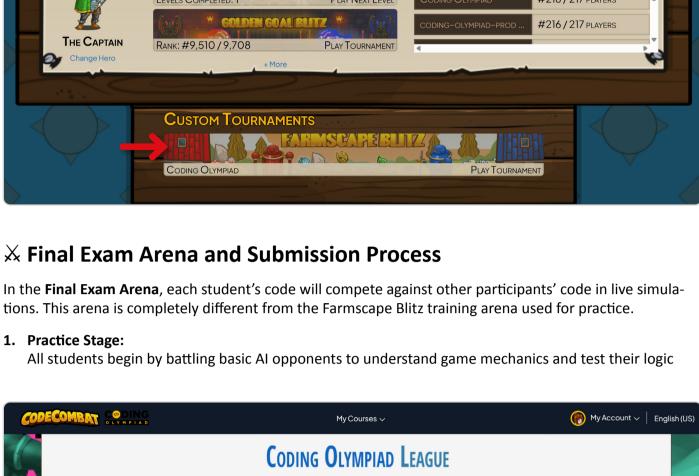
- Final Exam.

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your final exam results.

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 ▼ Exam Results ☆ Certificates

CODECOMBAT CODING My Account ✓ English (US) My Courses ∨



■ TUTORIAL

Games simulated by you: 899

500

-500

-1,000

-1,500

Result

Your Matches - 7 Wins, 15 Loss

Opponent

THITIPAT TIPPIMA...

NATRIN THASSAN.

When

a day ago

4 minutes ago

Spectate Battle!

Spectate Battle!

My Account V | English (US)

Share Multiplayer Link

VS.

2,000 4,000 1,000 5,000 -500

After submitting your code, head to the **LADDER** menu.

16

ASYA KESKIN TR.

Code Testing and Refinement:

edits will be accepted.

section of the arena screen.

RD DEU1014

or avoided during the match.

rate, efficient, and strategic code.

IFORD DEU1014

Please follow these steps carefully:

Scoring and Ranking System

against other players.

pant's latest submitted code.

How Scoring Works

Viewing Scores

Final Rankings

strategies.

players' latest submitted codes.

to improve their strategy.

5. Original Code Submission:

9 CHANAKRIT SRIS

10 DRAGOS MAGDA

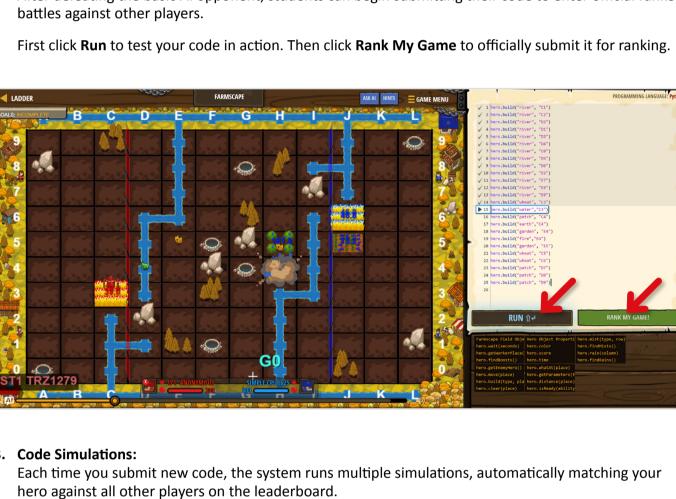
Coding-Olympiad-Prod Admin

Coding-Olympiad-Prod Admin

Coding-Olympiad-Prod Admin

copying, or using external code assistance is strictly prohibited.

(L) Final Exam Schedule and Access



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Here you can: View your current ranking See a list of recent matches played Challenge specific opponents by clicking Battle or view match replays via Spectate My Account ∨ | English (US) My Courses ~ CODING OLYMPIAD LEAGUE PLAY ■ TUTORIAL Spectate: VS. Results were successfully sent back to server Games simulated by you: 1,007 33 players ubmitted 5 days ago 1,000 1,000 2,000 3,000 4,000 5,000 500 -500

- Farmscape Field Object Properties sn
- Losing to lower-ranked players results in a greater score deduction. You can improve your code and resubmit multiple times during the open period. No points are scored until you submit your latest code and it starts to automatically play matches

- Winning against higher-ranked players yields more points.

Failure to comply may result in invalidation of your participation or score.

Do **not** make code changes in the final minutes before the portal closes. If you run out of time, the system will automatically save and submit your current code, even if it is incomplete. Because there may not be enough time to re-test or fix errors, always make sure your final code is complete, tested, and stable well before the deadline.

⚠ Important: Avoid Last-Minute Edits

- **Key Information** Topic Final Exam - Arena Battles by CodeCombat Exam Type
 - A new competition arena will be presented on the exam day 36 hours total Multiple logins allowed during the open period
- **Learn from results:** Analyze your wins and losses to find weaknesses in your logic. **Keep it efficient:** Clean, well-structured code performs faster and more reliably.

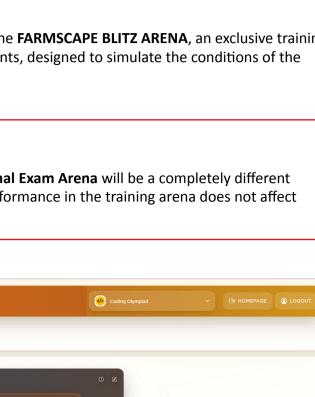
Tips for Success **Plan early:** Start refining your code early in the exam period. **Test continuously:** Regularly run simulations to observe your strategy's effectiveness.

- **Summary of Key Details**
- **Stay composed:** Focus on consistent improvement, not quick last-minute changes.

Camera

- Arena Duration Access
- **Multiplayer Battles Code Submissions** Unlimited within time frame, must be original Bayesian ranking algorithm Scoring
 - Determined by total verified wins and losses Must remain active during all portal use
 - Ranking
 - Prepare early, think strategically, and let your code lead your hero to victory! $\times \Box$

type Game Development 2 view man Learning and utilizing different hero abilities effec-Start tively **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



Arena Battles By Co

ct your category, pay, and start coding Enjoy free CodeCombat or Codementum premium membership until 1 August 2026 143d 18h 53m 00s Al League Team Rankings: 2 CodePoints Hero: Anya PLAYER: JOANNA SANFORD DEUI014 #7,234,677 / 8,197,79... PLAY NEXT LEVEL #216 / 217 PLAYERS

-1,000 Name Score Team Age ₹ When 1 CARTSEN IGNACI. Coding_10_python -1,500 2 NATRIN THASSA. 3708 Coding-Olympiad-Prod Admin Open 16 hours ago Battle! Coding-Olympiad-Prod Admin 2 days ago 4 FURKAN CIL TRK 3407 9 days ago Battle ALI BATU MERCA. 3322 Coding_7_python Open 9 days ago Battle! Loss THITIPAT TIPPIMAR. an hour ago Coding_9_pythor ETHAN KIRATHE K.. a day ago Win Spectate Watch your KOSTANTINOS K. 2682 Coding-Olympiad-Prod Admin Open 13 days ago Battle! 2 days ago NATRIN THASSANA.

11 days ago

24 days ago

17 hours ago

Open

The Final Exam Portal will be available for 36 hours on the official exam dates.

The verified final rankings will then be published after this process.

Important Advisory: Review the Hints Section

mon mistakes, and develop a more accurate and efficient solution.

Arena Object Properties and Hero Abilities

Battle!

Battle!

Students are free to test their code against any other player at any time during the 36-hour exam period

All submitted code must be original, written and submitted only by the same student. Collaboration,

Students may log in and out freely during this time to test, adjust, and resubmit their code.

During the open period, participants can monitor battle results, statistics, and rankings in real time.

Once the 36-hour window closes, the portal will lock automatically and no further submissions or

After the portal closes, the Coding Olympiad team will conduct a final full simulation between all

NATRIN THASSANA... 2 days ago
NATRIN THASSANA... 2 days ago
2 days ago

TUNCAY ALIYEV A...

Spectate Battle!

B How to Play **M6** 5 GAME FIELD

Review the Farmscape Field Object Properties displayed in the arena. These properties describe the interactive elements within the field, such as crops, fences, resources, or enemies, and how your hero can interact with them. Understanding these details helps you determine which objects can be targeted, collected,

In addition, make sure to check the **Hero Object Properties** and available abilities. These define your hero's actions, attributes, and methods. Knowing how these functions work will allow you to design more accu-

Before writing or submitting your code, please carefully review the explanations provided in the HINTS

This section contains essential guidance on the objectives, available functions, and recommended coding

Paying close attention to these details will save you time, help you better understand the task, avoid com-

 After clicking the Start Exam button, always enable your camera when prompted. If you leave the portal, close both the exam window and your camera. When you return, allow camera access again before continuing. 4. Your camera online time must match your portal activity time. Having your camera off while coding may affect your exam validity and ranking. 5. Keep your face visible and your workspace clear at all times.

Your code continuously battles the code of other participants throughout the tournament.

After the tournament, a full simulation will be run to verify the final rankings based on each partici-

These scores represent in-progress estimates and may shift during the final ranking phase once all

You can see your placement and progress on the leaderboard during the live competition.

When the tournament concludes, the ladder will be locked, preventing new submissions.

A Bayesian ranking algorithm predicts your win probability in each match.

To ensure fairness, camera access is mandatory throughout the exam period.

The Coding Olympiad team will run a final comprehensive simulation, ensuring each player's latest code battles against every other participant. The official final rankings will be determined based on total verified wins and losses after this final simulation.

matches are simulated and verified.

- **Programming Languages** Python or JavaScript Code competes live against other players
- Submission System auto-saves last version when time ends Avoid last-minute edits to prevent incomplete code Important Note Results
- Final rankings published after full simulation **Best of Luck, Coders!**

My Exams Study Materials **Coding Olympiad** 19 Olympiad Calendar

PLAY

Spectate:

Results were successfully sent back to server