



**RULES  
RANDOMAP**



INDEX

- 1. Summary.....2
- 2. Registration.....3
- 3. Rules Clarification .....3
- 4. Challenge Setup.....3
- 5. Sim Software .....3
- 6. Challenge.....4
- 7. Competition .....5
- 8. Penalties .....5
- 9. Claims .....6
- 10. Prizes .....6

**1. Summary**

The main objective in RANDOMAP is to do an specific task in 1 of the 5 virtual maps, which will be informed on the day of the event.

Prior to the event participants will be able to acquire the basic knowledge necessary to carry out the task, in case the team needs to learn how to use the tool that will be used for the challenge.

It is recommended to check internet access and bandwidth in advance, as well as the devices (Computer, Tablet, Cell phone, etc.) that will be used to complete the assigned task.

Each team will solve the challenge the day of the event, during a live streaming. The winner will be defined by the time used to write the code, execute and send the challenge. Time penalties will be added, if any apply, to obtain a final time.



The challenge is open to participants of all ages. Each registered team can have a maximum of 3 members and a mentor. If all the 3 members are under the age of 18, the mentor must be 18 y/o or older and must act as the adult responsible for the team.

## **2. Registration**

All the information regarding registration can be found in <http://robojam.live/>

## **3. Rules Clarification**

All those circumstances not foreseen in this set of rules, will be up to the judges and/or the tournament staff to solve. They will have the final decision on it and cannot be appealed.

By registering the team and paying the registration fee, the team understands and accepts all the rules presented here.

In case of being disqualified, or not showing up to the event, there will be no reimbursement of any kind for the team.

Rules could be modified until the registration due date. However, if there is any need to clarify one of the rules before the event, the teams will be notified

## **4. Challenge Setup**

The team is responsible to get and organize all the elements necessary to participate.

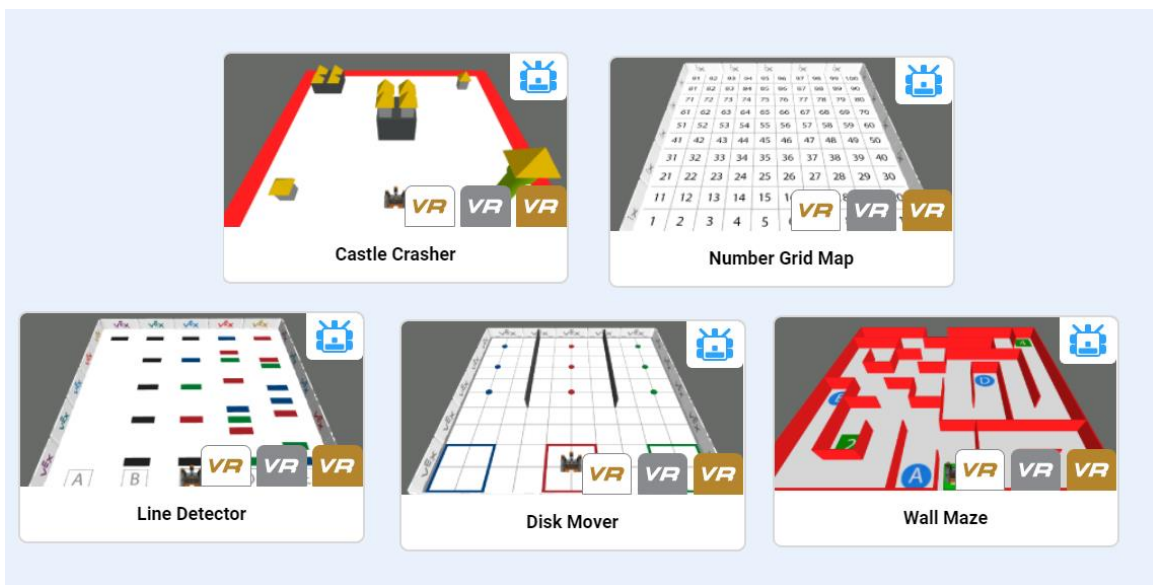
It is strongly recommended to check the internet access and bandwidth ahead of time, along with all the devices (laptop, tablet, Cell phone, etc.) the team will use to stream the challenge.

## **5. Sim Software**

Vex Code VR will be used to solve the given challenge <https://vr.vex.com/>.

## 6. Challenge

- The team will be informed through a document, explaining the challenge. The basic code necessary to carry the challenge out will be available through our [tutorials](#).
- The winner will be defined by their overall time (coding + execution+submission) and time penalties will be added, if any apply, to obtain a final time.
- The map used will be one out of five possibilities: **CASTLE CRASHER**, **NUMBER GRID**, **LINE DETECTOR**, **DISK MOVER** and **WALL MAZE**



- The team must solve the challenge and submit a video of the solution. For this, the team must record the computer screen while the program is running. At least one member must explain how they solved the challenge (without showing themselves on camera), while the program is running. The team must show also, the blocks that are requested in the technical specifications of the challenge, during the execution or at the end. Failure to comply with any of the technical aspects will incur in a time penalty, for each of the missing elements.
- The length of the video is limited to a maximum of 3 minutes. If the video has a longer duration, a time penalty will be assigned.
- You can use any tool to record the screen and the video, you can even record the computer screen with a cell phone. <https://www.loom.com/> or <https://screencast-o-matic.com/> are suggested for video recording. It is recommended to test the tool that will be used for this purpose in advance.



## 7. Competition

- a) The challenge should be solved only by the team members. The mentor will not have an active role in solving the challenge. Mentor can only advise them by answering questions, but will not intervene at any time
- b) The team will be able to access the challenge at the time and day indicated on the event page.
- c) The team is required to attend the captains meeting scheduled 30 minutes before the Live Streaming starts. Failure to connect to the meeting prior to the start of the challenge will give the team a time penalty. The link for the meeting will be sent in advance to the captains by email.
- d) The challenge must be completed in a maximum time of 90 minutes. Videos sent after that time will not be taken into account.
- e) The day of the event, the form to send the video will be enabled. In the enabled form, the time of the project submission will be recorded, which will define the initial delivery time of each project.
- f) Videos cannot have background music due to copyright restrictions. Videos sent with background music will not be taken into account.
- g) The final time of each team will be sent within 8 hours after the end of the time allowed for the challenge, to the email registered by the team's captain. This time will include observations and penalties if applicable.
- h) The captain has a maximum period of 2 hours, from the moment in which the final time for the test is sent by the organization, to answer in case they need any clarification or they disagree with the final time assigned. The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.
- i) The final results will be published the next day the latest on the event website and/or during the streaming for the challenge videos.

## 8. Penalties

Teams may receive a time penalty for not complying with any of these regulations:

- a) Not complying with any rule established in this rule book..



- b) Unable to review the video due to technical problems.
- c) Breaking any of the rules that might have a time penalty.

A 5 minute penalty will be assigned for each foul committed in the technical aspects requested in the specific challenge or for breaking any other rule.

The judges and / or the staff can disqualify any team, at any time, for any fault that in their opinion is serious and is against the respect, ethics and education that is sought in the event. This includes, but is not limited to, any of the following situations:

- a) Fraud in the information shared with the organization or in the competition
- b) Dishonesty in the challenge, deliberately breaking the rules.
- c) Disrespect to judges or participants, during the competition or in the comments during the live streaming.

## 9. Claims

- a) The captains can file a claim regarding their final time, following the procedure established previously (see 8h)
- b) The final decision on any claim is at the discretion of the judges and / or the organizer, who are considered the last instance in the resolution of this situation and their decision is final, cannot be appealed.

## 10. Prizes

The first 3 places will be awarded with credentials for a ROBOJAM event. All other teams can request participation certificates.

Other additional prizes, such as cash prizes or sponsor gifts, will be assigned and communicated by the organizer at his own discretion, after the registration due date, but before the competition date.