



## Creative Coder Competition 2022/23

### Mission Encounter ( ME ) - Rules and Guidelines

#### 1}<Content>

---

- 1.1 “Mission Encounter (ME)” is a closed-door challenge that requires teams to complete a challenge related to micro:bit and electronic components within a specific time frame.
- 1.2 The challenge period is 20 minutes.
- 1.3 2 to 3 members per team can participate in the challenge
- 1.4 There are two tasks: the beginner task and the advanced task
- 1.5 Teams must use the computers in Windows, a mouse, electronic components (list available in the attachment), paper, and pencil provided by the secretariat to complete the challenge.
- 1.6 Teams must use the makeCode Editor software installed on the computers provided by the secretariat to program.
- 1.7 Teams are divided into senior primary division (P4 to P6 students in the academic year 2022/23), junior primary division (S1 to S3 students in the academic year 2022/23), and senior primary division (S4 to S6 students in the academic year 2022/23).
- 1.8 The total score for the Challenge Task is 20 scores, with scores allocated as follows:
  - (a) The beginner task score is 10 points.
  - (b) The advanced task score is 10 points.
- 1.9 The highest scoring team(s) in each division will receive the "Challenge Task Programming King" award.

#### 2}<Flow of the challenge>

---

- 2.1 Eligibility
  - (a) Teams that have registered for the “Installation Design (ID)” are automatically eligible to participate in the ME.
  - (b) If a team does not wish to participate, they must notify the secretariat on or before 7 June 2023 (Wed) by email.
- 2.2 Reporting time
  - (a) The Challenge Task will be held at a specified location, and teams must arrive at the location at a specific time to participate in the challenge.
  - (b) Staff will call teams to the waiting area if teams participate in the challenge around 5 minutes before. If a team is late, they may still participate in the challenge but will not be given additional time to complete the task.
  - (c) Please provide the following information:



- The number of participants ( mini: 2, max: 3)
- The language of questions ( Chinese or English)

### 2.3 Rules in the challenging area

- After registration, teams will be allocated to the designated desk for the challenge.
- After entering the challenging area, personal belongings should be put under the desk. Please switch off all electronic devices to ensure that the challenge can proceed smoothly.
- Team number, rules, and materials list will be labeled on the desk for reference.
- Teams have 1 minute to check all materials the secretariat provided.
- If the staff does not indicate that the competition has begun, teams may not test any electronic components or connect microcontrollers, and may not execute any programming.
- The order of the challenge: Beginner task → Advanced task
- Teams must challenge tasks in order. Once the beginner task is completed or abandoned, the team will be assigned the advanced task. Even if time allows, teams may not challenge an already completed or abandoned task, and staff will not score it.
- Teams must indicate to the event organizers that they have completed or abandoned the beginner task before requesting the advanced task.
- Each question in tasks has multiple items. After completing each item, the team must inform staff for scoring. Each item has only one scoring opportunity.
- Teams may not challenge two tasks simultaneously.
- Participants may discuss with team members during the challenge, but they must not disturb other teams.
- Staff will remind teams 10 and 3 minutes left separately. When the time is over, staff will inform all teams that may not execute programming and construct any components.
- Participants may not leave the field during the challenge. Once they leave, they must not reenter to the field.
- After the challenge, teams must pack up all provided materials and be checked by staff before leaving.

### 3} <Penalty>

---

If any of the following situations arise, penalties will be assessed to teams with reference to the degree of violation:



Items	Penalty
3.1 Unsportsmanlike behavior, e.g. cheating	Disqualified
3.2 Disturbing other teams	Disqualified
3.3 Damaging microcontroller and computer intentionally	Disqualified and compensation for related materials
3.4 Damaging electronic components intentionally	10 scores for each component
3.5 Connecting a short circuit intentionally	10 cores
3.6 Communication with others outside the challenging area by phone or electronic devices	10 scores
3.7 Changing settings on the computer including surfing the internet and software installation	10scores

#### 4}<Notice>

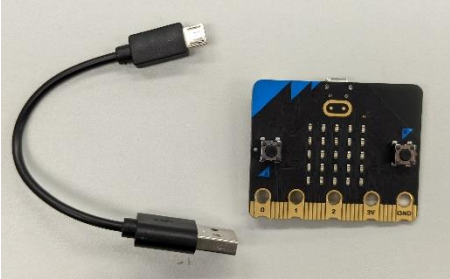



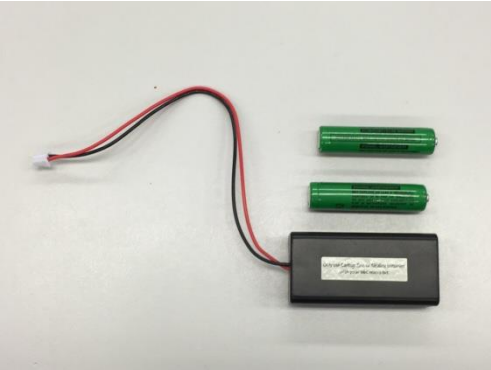


---

- 4.1 Team members cannot access the internet or communicate with the outside world in any way during the challenge.
- 4.2 Non-participants and coaches are not allowed to enter the challenging area at any time.
- 4.3 Electronic devices such as computers, smartphones, tablets, or other electronic devices carried by participants must be stored in a designated area.
- 4.4 If team members discover that electronic components provided are not working, they can inform staff and request replacement. However, each electronic component can only be replaced once at most.
- 4.5 Do not allow to take any materials provided by the secretariat out of the challenging area.
- 4.6 The Chinese version shall prevail.

**The CCC Secretariat reserves the right of final decision on all subject matters of the competition**

### Attachment: Materials list of provided electronic components

Graphs of each electronic components:

Materials	Quantity	Materials	Quantity
<p>micro:bit V2 microcontroller 及 USB cable</p> 	1	<p>potentiometer ( model: B10K )</p> 	1
<p>wires x 3</p> 	1	<p>Servo motor</p> 	1
<p>Battery box and 3A batteries X 2</p> 	1	<p>LED (10mm white)</p> 	1
<p>LED ( 5mm red 、 green 、 blue )</p> 	1 for each color		