



C Piscine  
Rush-02

# Contents

Introduction	3
Foreword	4
Subject	5
Bonus	7

# Chapter I

## Introduction

- Your group is already registered for the defense slot — no need to worry about that. Just don't cancel it because you won't get another one.
- Keep it simple - asking questions might make things more complicated.
- Follow the submission procedures for all your exercises (you know the drill).
- Make sure your program compiles! No compile = zero points. Pretty straightforward.
- Everyone needs to show up for the defense with your assigned team.
- Make sure everyone understands the whole project, even if you split up the work. Your final grade depends on whoever explains things worst during defense, so get everyone up to speed.
- Staying in touch with your team is on you. You've got phones, email, carrier pigeons, whatever... so no excuses about communication issues. Life isn't always fair, but that's just how it goes.
- If someone's completely MIA despite your best efforts, do the project anyway. We'll figure something out during defense. You'll still have access to submit even if the team leader goes missing.
- And of course, follow the Norm. Be thorough. And try to have some fun with it!
- If you use any other unit except warrior or worker you get -42 points.

# Chapter II

## Foreword

In the year 2542, as the burned remains of World War III ushered in a fragile new beginning, Earth rose once more from the ashes of a nuclear wasteland. Hidden aristocrats emerged from their secret bunkers, resplendent in opulence, to reclaim a land both scarred and grim.

Across this ravaged realm, humanity had been twisted into ghastly forms: ghostly skeletons wandered like lost souls, while ugly green goblins — reminders of what once was — stalked the barren wilds.

Driven by a perverse desire for luxury and brutal entertainment, these aristocrats built vast arenas of horror. Within these bloodstained colosseums, condemned creatures were forced to engage in a savage dance for survival, their suffering displayed as a repulsive show for those who delight in cruelty.

Dear Strategist, this letter is not a request, it's an order — a call to arms on the eve of battle. Your destiny, and indeed your very life, are bound to the fate of these warriors.


The time has come to gather your forces with precision and courage, turning every command into a stroke of genius. Now, as you stand on the brink of combat, let your resolve shine like a guiding light.

Embrace the challenge and let your code strike true like a finely honed blade.

Onward — to glory!

# Chapter III

## Subject

	Exercise 00
	rush-02
Turn-in directory : ex00/	
Files to turn in : Makefile and all the necessary files	
Allowed functions : All functions of the 'connection' library, <code>malloc</code> , <code>free</code> , <code>printf</code>	

- You're building a bot for the COREGAME using the 'connection' library. Pretty straightforward stuff.
- The bot needs to be good enough to beat some enemy bots during evaluation.
- You must have a `GitHub` account to do this project.
- To be able to start you need to clone your team's `GitHub` repository using `ssh`.
- Name your bot after your team lead's intra name (don't mess this up).
- You will need these resources:
  - `Trailer`
  - `Introduction`
  - `COREGAME website`
  - `COREGAME wiki`
  - `COREGAME GitHub`
- If you use any other unit except warrior or worker you get -42 points.
- You are not allowed to print something in the terminal.
- Your bot must return 0 if your bot wins.

- Compiling your code is simple:

1

```
make
```

- Want to see if your bot's any good? Challenge other teams and see how it holds up.

## Chapter IV

### Bonus

- Feeling ambitious? Take on the final boss.
- Expert mode: don't let your core take any damage at all.
- At the tournament at the end you can earn some extra points.