

# Score calculation

- Each Sokoban problem has a purse of 1 unit
- If an entry solved a problem, it received

$$\text{score} = 1 + \frac{\text{purse}}{E} * \left(1 - \frac{t}{T}\right)$$

The fewer entries solved the problem, the more it is worth.

The faster the entry solved the problem, the more score it receives.

- Purse =1, E = number of entries that solved the problem, t is the runtime of the entry, T is the timeout limit