

# Quick Start Tutorial : Discord Computer Olympiad Interface with manual entry

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This brief tutorial introduces how to use the Discord Computer Olympiad Interface (DCOI) to run matches on Discord by manually entering the actions produced by your program.

This document assumes that you already have a Discord account and know how to use the basic features of Discord (joining a server and a channel). If not, or more generally if you need more detailed instructions, please consult the **User Guide**, which will also introduce you to **advanced features**, **tips**, and **common mistakes**.

## 1 Join the Discord Server

1. Join the competition's Discord server :
  - (a) beta test serveurur : <https://discord.gg/npCBBJGe>
  - (b) competition serveurur : coming soon (T.B.A.)
2. Join one of the match channels of the Discord serveurur.

## 2 Running a Match

1. You, your opponent, or an organizer must execute the following commands in the Discord conversation :
  - (a) Specify the game using the command **!set game *GAME\_NAME***
    - i. if needed : **!available\_games**
    - ii. if your game is not in available\_games :
      - A. use game "Free\_game" (for games without chance only)
  - (b) Start the match with the command **!start @*PLAYER\_1* @*PLAYER\_2***
    - i. For each *PLAYER\_i*, write "@" then select the corresponding player or bot from the list and confirm by pressing "Enter".
      - A. If it doesn't appear in the list, start typing its name.
2. When "<Your\_name> must play" appears in the conversation, enter the action produced by your program.
  - (a) by following the action text format described in "game\_move\_coordinates.pdf"
  - (b) or, in "Free\_game" mode, using any text format agreed upon with your opponent, with the restrictions :
    - i. Actions must consist of sequences of coordinates and/or keywords concatenated with "-".
      - A. A coordinate is a letter followed by a digit.
      - B. For example : "A1-Z99".

- C. See Section 1.3.2 of User Guide for further details.
- ii. No player plays twice in a row (concatenate successive actions with “-” if required); and
- iii. To end the match, each player must submit the action “end”.