**The 30th College of Technology Programming Contest**

Competition Division “Dance, Dance, Dance Around”

Questions and Answers No.2

**Q41. How much in advance will the disclosed field be released?**

**A41. The fields used in the match will be communicated to the participants in the participants’ meeting held on the day of the competition.**

**Q42. In the Flow of the Competition, it says “there are possibilities of simultaneously conducting 3 games of 1 team versus 1 team. Therefore, for example, Team A may be playing against Team B, C and D at the same time” but do you mean by 3 game simultaneously, that you have to input 3 different moves for different opponents within the limit time for 1 turn (15 seconds)? In this case, will all 3 fields be the same or different?**

**A42. To conduct 3 games simultaneously, you will have to specify 3 moves according to the different opponents. The fields may be different.**

**Q43. Can you get the agents’ current position information and the map of the field with current tile positions?**

**A43. You can acquire them from the server anytime throughout the game.** For more details refer to the data format that will be released on Procon official website.

Q44. In the previous contest, the winner of the consolation match was decided by the total points gained when the numbers of wins were the same, but since the points that can be gained differed depending on the map, it was unfair. What countermeasures are you taking this year?

A44. It has not been decided yet. How the matches are conducted is decided after the number of teams participating is determined. Details will be announced in the competition guideline.

Q45. Will the matches be conducted in knockout or group tournament?

A45. It is not determined yet. We will decide according to the number of teams participating. Details will be announced in the competition guideline.

**Q46. Will the information of the panels already acquired by my own team and the opponent’s team be included in the field information?**

**A46. You can acquire that information from the server at any time during the game. Please refer to the data format released in Procon official website.**

Q47. When more than 1 game are conducted simultaneously, how can you determine which field information is for which game?

A47. There will be different IDs for different games. Please refer to the data format released in Procon official website.

**Q48. Will the minimum size of the field be 100 squares? (Will there be any field such as 15×8?)**

**A48. It is to be 10 squares vertically and 10 squares horizontally.**

**Q49. Will the maximum size of the field be 400 squares? (Will there be any field such as 25×15?)**

**A49. It is to be 20 squares vertically and 20 squares horizontally.**

Q50. In Figure 1 of the Guideline, the competition field is 8 squares vertically and 11 squares horizontally. Does this satisfy the field conditions?

A50. The figure is only to show an example of the field, so it does not satisfy the condition of a field in regards of size.

Q51. The field will be symmetrical about x axis, y axis or x and y axes. Is this correct?

A51. Yes, it will be symmetrical about x axis, y axis, x and y axes or around the center.

Q52. Will I be able to know the information such as the number of agents in the game, number of turns, number of squares horizontally and vertically, length of time in 1 turn, and if I am on the blue team or the red team? Will I get to know them at the first Strategy Step or before the game starts or do I get to know it at any other time?

A52. We will announce the information in the participants’ meeting on the day of the competition.

**Q53. Can you tell the remaining time of 1 turn via the response system, etc.?**

**A53. A rough time will be displayed on screen in the venue. Precise time can be acquired as start time of the game in the field information, so each team should manage their own time information. Please refer to the data format released in Procon official website.**

**Q54. Is it correct that the system time is used in determining if the player’s response will be invalidated or not due to exceeding the time limit of that turn?**

**A54. The time will be based on the clock inside the system that receives the response.**

**Q55. Does the turn start when the Transition Step ends? Or will there be other announcements to indicate the start?**

**A55. A turn starts as soon as the Transition Step ends. There will be no clear announcements for the end of the Transition Step.**

Q56. Is it possible to acquire field information older than the current field information?

A56. You can only acquire the current turn information during the competition.

**Q57. How much information will be disclosed concerning the response system, including the organizer’s system?**

**A57. We will release a simplified version of response software to help you understand the response protocol, but will not disclose the organizer’s system.**

Q58. Is there any restriction (size, power capacity, etc.) of the PC that you can bring in?

A58. There is no concrete restriction on the size. Anything is OK as long as the computer fits the competition booth without interfering with the game. There is no restriction on consumed power but the power source in the booth should not exceed 500W.

Q59. It says in the Guideline that “if any trouble occurs to the organizer’s system for the communication of data via network, the competition may proceed off line.” What measures are you planning to take?

A59. We are thinking of having the data turned in via USB flash memory, but we will decide accordingly.

Q61. Will the hardware and OS information for the server be disclosed?

A61. Hardware and OS information for the server will not be disclosed.

Q62. Can I bring in a portable power source?

A62. Yes, you can.

**Q63**. How can I acquire the opponent’s information before the match or the game starts?

A63. The game information is announced in the participant’s meeting on the day of the match.

Q64. How will you switch from one match or one game to another?

A64. When the games change, they are conducted continuously, but when starting a new match, the teams will leave the stage once.

Q65. Is it possible to use multiple computers for parallel computation?

A65. Yes, it is possible.

Q66. It says on the Guideline, page 9, that "there game is played once each on disclosed field and non-disclosed field” but how many fields will be prepared for each type of field?

A66. We will release several types of disclosed fields in August. No information will be provided for the non-disclosed fields.

Q67. Is it correct to think that the total points gain for disclosed and non-disclosed fields will be balanced and that there will be no case where one is extremely higher than the other?

A67. The total points of disclosed and non-disclosed fields will not be greatly different but also, it will not necessarily be equal either.

Q68. If there are rounds such as preliminary, final or consolidating rounds, will the total points that can be gained in each round be equal?

A68. It is unclear what you mean by “round,” but the total potential points in the fields are not necessarily the same.

Q69. What happens if you specify to “remove tile” from an empty square?

A69. It will be invalid.

Q70. It says that “when more than 1 agent specifies to remove the tile or move to the same square, all the specifications are invalidated" but what happens if the two team specify “remove tile” and “move” at the same time to an empty square? Will the movement of both agents be invalid?

A70. Specifying “remove tile” on an empty square is an invalid move, and if the rest of the movements do not conflict with each, they will be valid.

Q71. Will the games on disclosed field and non-disclosed field carried out simultaneously? If not conducted at the same time, which of the two will be conducted first, and how many minutes will the interval between the matches be?

A71. The games on disclosed field and non-disclosed field will not be conducted simultaneously. The games on disclosed field will be done first. The interval between matches will be decided according to the number of participating teams.

**Q72. Is number of turns included in the information about the disclosed field?**

**A72. The standard number of turns is included. However, the number of turns may be changed according to the operation situation of the competition, so please be careful.**

**Q73. When will be the number of turns for each game released?**

**A73. The number of turns in the non-disclosed field will be announced in the participants’ meeting on the day of the competition.**

Q74. For disclosed and non-disclosed fields, are the numbers of turns guaranteed to be the same throughout the match?

A74. No, it will not be guaranteed.

Q75. For each round such as the preliminary or the consolidating matches, is it guaranteed for the number of turns to be the same?

A75. It is unclear what you mean by “round,” but the number of turn does not always match.

Q76. Is the information concerning the current number of turns or the upper limit of turns included in the information acquired from the response system?

A76. The current number of turns is included, but not the total number of turns in the match. Please refer to the data format released in Procon official website.

**Q78. Are the time taken for the Transition Step and the Strategy Step clearly determined? If so, at what timing will they be released?**

**A78. The time taken for the Transition Step and the Strategy Step are decided per game. The time will be announced on the day of the competition.**

**Q79. Is it possible to acquire the field information from the response system during the Transition Step?**

**A79. It will give excess load on the server, so please refrain from acquiring data during the Transition Step.**

**Q80. Would it be OK to consider the Transition Step to take only an instance? If not, how many seconds do you plan it to be?**

**A80. The Transition Step will take a few seconds. The time may vary slightly according to the load on the system.**

**Q81. It says in the Guideline that "the player can freely acquire the field information from the response system" but what information can you get exactly? Also, is it correct that you can get the field information as many times as you want at any moment of during the match?**

**A81. You can acquire information such as tile locations. For more details refer to the data format that will be released on Procon official website. There is no limit in how many times you can acquire the information, but if you repeat acquiring the data more than necessary and if that interrupts the operation of the competition, your action may be considered interference to the competition.**

**Q82. Will there be any action from the response system to declare the end of the match?**

**A82. It will be announced on screen in the venue.**

Q83. Is it correct to think that even if any trouble occurs during the match, the match will not be interrupted nor will it be replayed?

A83. The match may be interrupted depending on the situation of the trouble, but we consider that there will be no replay.

Q84. You say there might be 3 games going on simultaneously, but in that case, should 1 PC be used for communicating with multiple response systems while the player uses another PC to execute multiple response programs? Is it possible to use separate PCs for separate games?

A84. Either way can be selected.

Q85. How many LAN cables can 1 team use in the competition space? Can we bring in as many cables as we want?

A85. As mentioned in the Guideline, we are providing 1 LAN cable per team to connect to the competition network. If you need to connect multiple computers to the network, please provide you own LAN cables and switching HUBs. There is no limit to the number of cables used.

Q86. After the game starts, is there any time to acquire field information before the Strategy Step in the 1st turn? Also, is the length of time for the Strategy Step in the 1st turn the same as in the later turns?

A86. The time for Strategy Step is the same in the 1st turn and the rest of the turns.

Q87. Concerning the transmission of movements in the Strategy Step, is it possible to send the movement several times in the Strategy Step of the same turn, like when you want to modify the content? If it is possible, will the last data sent be valid?

A87. It is possible to send more than 1 movement data in 1 Strategy Step, and the data received last will be validated. Be careful that it is the last “received” data and not the last “sent” data. Also, if the data are sent repeatedly to an unnecessary extent, and causes trouble in the operation of the competition, your action may be considered as interference to the competition.

**Q88. It says “or use the response software provided by the organizer” but what will the execution format and operation environment of this software be?**

**A88. The software provided by the organizer is the simplified version of the response software. More details about this software will be released on Procon official website later.**

Q89. Will you be distributing anything that can realize the environment of the response system in our own server? Will the server information be disclosed before the competition?

A89. We will hand out a simplified version of the reception system so you can check the communication with the simplified response system.

Q90. In determining the winner, it says that "when both the total points and the tile points are even, we will use a different way to decide on the winner, such as cards, etc. or leave it as draw. “If you are using cards, how would it be used? Is there a possibility to use dice as in last year’s competition?

A90. If we are using playing cards, we plan to decide on the winner by the numeric value of the card you draw. We may also be using dice as in last year’s competition. In either case, it will be something that you use only your luck and will not be anything strategical.

**Q91. Will the competition be conducted in group or knockout tournament style? For each style, how would a draw be treated?**

**A91. We will decide according to the number of participating teams. Details will be announced in the competition guideline.**

Q94. Can I use the simplified response software in the actual competition? Also, will it be possible to compete in the same environment as the actual competition by communicating via this software?

A94. Yes, you can use the simplified version in the competition.

**Q95. It says, "answer to the html answer form in the response system” but does this mean that you can input the response manually during the match?**

**A95. You can send the response manually.**

Q96. By sending the response via software, do you mean that you can send the response by using only the program via the software?

A96. It is possible to send the response by using only the program if the response follows the specified protocol.

Q97. When trouble occurs and the match proceeds offline, will the time for Strategy Step or the number of turns be changed?

A97. We will decide according to the situation, but the time for Strategy Step and the number of turns may be modified.

Q99. During the match, the computer screen may be taken by camera and be displayed on the screen but are the opponents and other teams able to see that screen?

A99. As mentioned in the Guideline, the player and the desk (computer screen, operation situation, any notes on the desk, etc.) may be taken by camera or as movie and may be displayed on the screen during the match.

Q101. Will the response software, not the simplified version, used in the competition be disclosed?

A101. We are not providing system other that the simplified version response software. In the competition, use the simplified version or prepare your own software following the response protocol.

Q102. How long are the LAN cables? Also, connection should be necessary with the response device. Where will be the device be located, and where are the connection ports?

A102. LAN cable with about 1 meter of movable range will be prepared. No response device will be provided by organizer, so each team should bring their own computer.