**Basecamp Code Challenge**

INTRO

At the start of the code challenge you have to make a team of three students.

More info about creating a team: [Manual Treasure hunt.doc](https://hrnl.sharepoint.com/:w:/r/sites/CMI-BaseCamp22023-2024/CMIBaseCamp2%20%202023%20%202024%20%20Document%20Library/Arch%202/Week%208/Lesson%20Material/Documents%20for%20challenge%202.2/Manual.docx?d=w7e79dad7aa5848a2978907063a3ac19a&csf=1&web=1&e=IiIa0W)

In this challenge you have to solve 24 programming puzzles in Python. Team work is essential: exchanging ideas, brainstorming and helping each other with testing and programming.

The challenge is divided in 4 parts of 6 puzzles, but you can make the programs in any order.

(start with the ‘easy’ ones)

You can score points for each puzzle:

# tries #points

1. 10
2. 7
3. 4
4. 1

So the max number of tries is 4.

Testing is essential before you submit the answer.

* Try your program with a smaller case.
* Make two programs and compare
* Use print() to see and check intermediate results

There will be a leader board where you can see your position in the competition.

Start is at Tuesday 2/4 10.00

End is at Sunday 7/4 23.00

We hope you like this competition!

DISCLAIMER

We are not completely perfect: so it is not impossible that you find an error.

Send the error to your teachers: we try to check and repair a fast as possible.