



COMPETITOR'S GUIDE

FOR THE VI EDITION OF THE INTERNATIONAL ROBOT
COMPETITION

Dear players,


For the sake of proper understanding of the registration process for the 6th edition of the International Robot Competition XChallenge, we have prepared a guide to the basic functions available on our Website available at <https://xchallenge.pl/>. We hope that this guide will dispel any doubts and misunderstandings that may arise while navigating the Website. If necessary, we are still open to individual contact through the forms of communication provided at the end of this document.

See you soon!
Organizers

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Register

To start the registration process, go to the player's zone. The link to this page is in the drop-down menu located on the right side of the screen. To expand this menu, use .  After doing this, the User should see the following view:



Screen 1. Drop-down main menu on desktop devices

or on mobile devices:



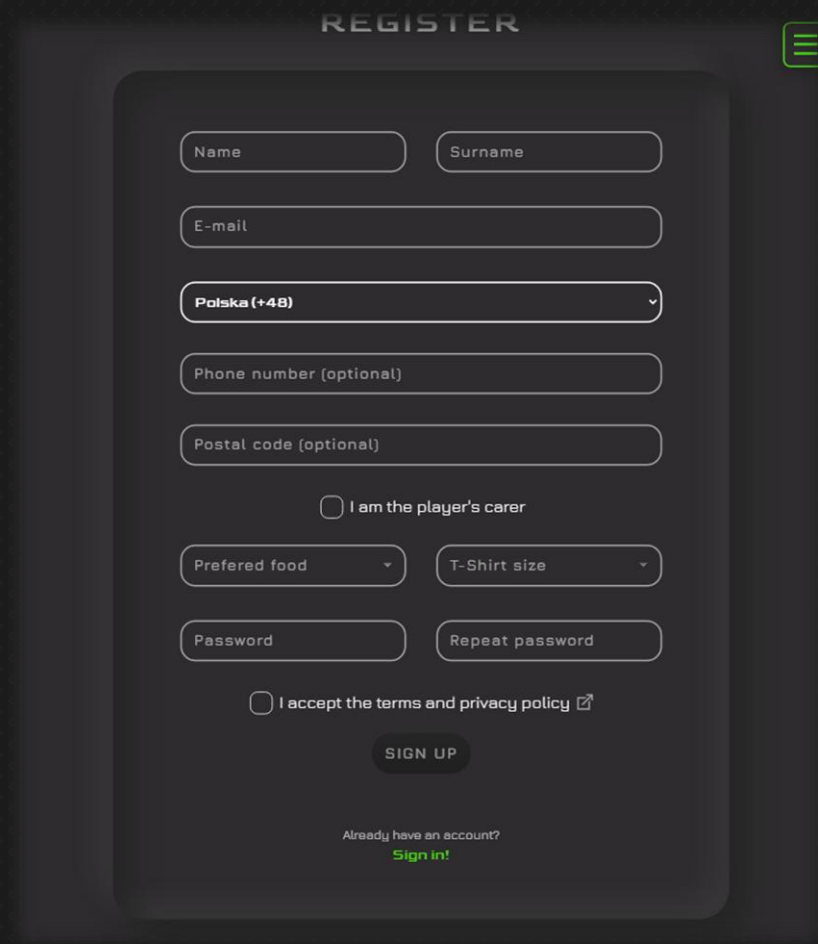
Screen 2. Drop-down main menu on mobile devices

The next step is to go to the Competitor's Zone subpage by clicking on the appropriate link. After doing this, the User should see the following view:

A screenshot of a login form titled 'LOGIN' in a dark-themed application. The form is centered and contains two input fields: 'E-mail' and 'Password'. Below the password field is a link 'I forgot my password'. A 'SIGN IN' button is positioned below the link. At the bottom of the form, there is a text prompt 'Don't have an account yet?' followed by a green 'Sign up!' link. The entire form is set against a dark gray background with a subtle gradient.

Screen 3. Login form

From here, the User can log in to an existing account, reset the account password and register. To perform the last of the above-mentioned activities, go to the Registration subpage by clicking on the link at the bottom of the form ([Register](#)). After doing this, the User should see the following view:



REGISTER

Name Surname

E-mail

Polska (+48)

Phone number (optional)

Postal code (optional)

☐ I am the player's carer

Preferred food T-Shirt size

Password Repeat password

☐ I accept the terms and privacy policy [↗](#)

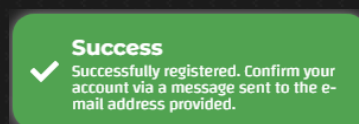
SIGN UP

Already have an account?
[Sign in!](#)

Screen 4. Registration form

The next task of the User is to fill in the given fields truthfully. These are the following fields: First name, Last name, Internet mailbox address (email, e.g. jan.kowalski@gmail.com), Website password (will be provided when logging in) and Password repeat. The next obligatory step is to read the regulations and privacy policy. Lack of acceptance of all of the provisions presented therein prevents the User from registering on the Website. Acceptance of the regulations is expressed by checking the confirmation box to the left of the reference to the regulations. When all the entered data is correct and the regulations and privacy policy have been accepted, the Register button will become clickable **SIGN UP**.

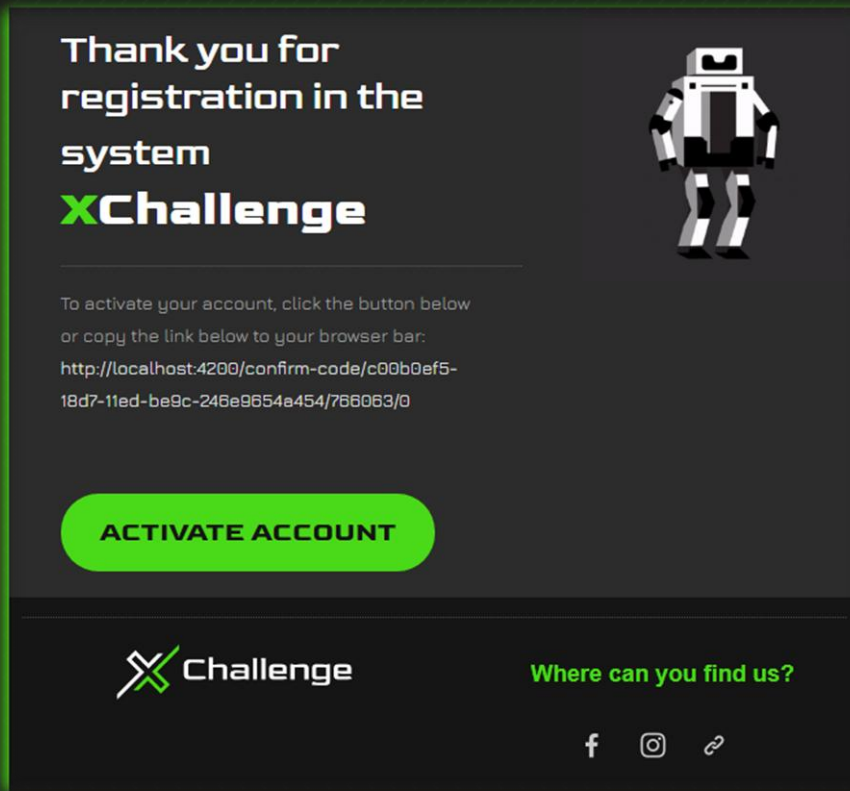
If the registration process was successful, the User will receive the following message:




The next step is to activate the account by sending a message to the e-mail address provided by the User. This is dealt with in the next chapter.

Account activation

After successful registration on the Website, the account should be activated by verifying the e-mail address provided by the User during registration. To do this, log in to the e-mail account of the selected provider. In the inbox there should be a message entitled Account activation sent from the address noreply@robomotion.com.pl, looking like the picture below (PS. If the message is not in the root directory, check if it was placed in SPAM):



Screen 5. An e-mail message activating the User's account on the Website

To complete the registration process and enable logging in to the account on the Website, please follow the instructions provided in the message. Just click the button or  copy the [blue link](http://localhost:4200/confirm-code/c00b0ef5-18d7-11ed-be9c-248e9854a454/786063/0) to the browser bar. Regardless of the chosen method, the User will be transferred to the Confirmation of Identity subpage. If the User sees the screen below, it means that the registration process has been completed and he can log in to the Website:

The account has been confirmed! You can login now.

Log in



Screen 6. View indicating the correct completion of registration on the site

Login

After a correctly completed registration process, the User may log in by entering the data provided during registration, the Internet mailbox address (E-mail) and the Password. The login screen is available at <https://xchallenge.pl/login> and looks like the image shown below:

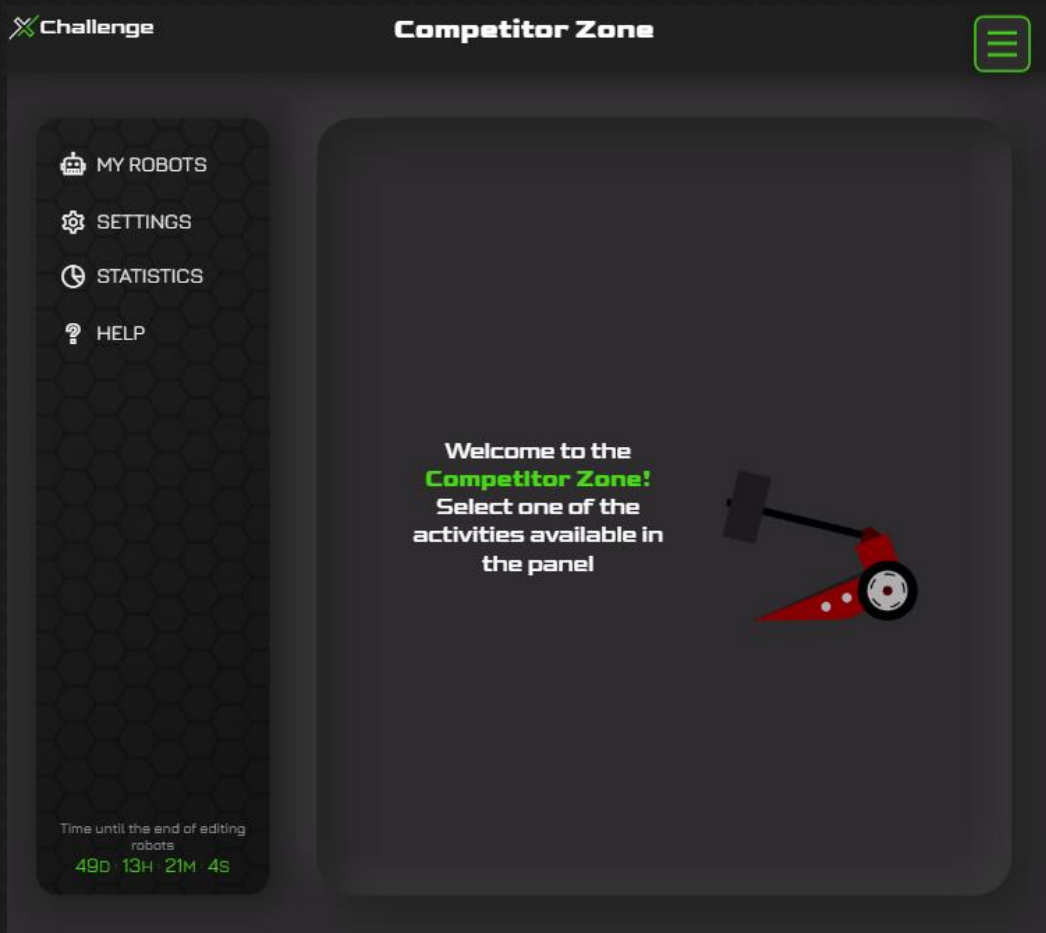
The screenshot shows the 'Competitor Zone' login page. At the top left is the 'XChallenge motion 2021' logo. At the top center is the text 'Competitor Zone'. At the top right is a hamburger menu icon. The main content area is titled 'LOGIN' and contains a central white box with the following elements: an 'E-mail' input field, a 'Password' input field, a link for 'I forgot my password', a 'SIGN IN' button, and a link for 'Don't have an account yet? Sign up!'.

Screen 7. Login form

In case of problems with logging in, it is recommended to reset the password to the account by going to the Forgot password subpage. In the event of persistent problems, it is recommended to contact the Website Administrator through the contact forms presented at the end of this document. After correctly logging into the system, the User will gain access to the Competitor's Zone, which will be described in more detail in the next chapter.

Competitor's Zone

The Competitor's Zone is a place where the User can add new robots, edit the robots of which he is the constructor and correct the data provided during registration. The Competitor Zone main menu looks like the image below:



Screen 8. Competitor Zone home page

From this level, you can go to the Settings and User Robots sections. Under the links to subpages, in the black panel on the left, you can see alternately the time until the end of editing robots and the end of adding robots in the Smash Bots category. After this time has elapsed, it will not be possible to edit the robot's category, name and constructors! The functionalities available under the above-mentioned sections are described in the following chapters.

Settings

A link to this subpage is in the panel with a black background, located on the left side of the Player Area view. In the settings section, you can change player data and set a new password for your account. Ultimately, you will also be able to add a phone number here. Here you can also find a unique **User UUID** (it will be needed during the process of adding a constructor to the robot). When the user clicks on it, it will be copied to the clipboard, from where it can be easily pasted and sent to other robot builders. The User Data and Password Change fields have separate buttons for saving the updated data. They will become available when the user enters new and correct data. It is crucial that the given data is consistent with the facts, due to the fact that any awards and diplomas will be awarded on their basis. The Settings section view is presented on the picture below:

Challenge **Competitor Zone**

MY ROBOTS
SETTINGS
STATISTICS
HELP

Time until the end of editing robots
49d 13h 18m 24s

User details

Name
Jan

Surname
Kowalski

Save

User UUID:
5a501798-170f-11ed-be9c-246a9654a454 Copy

* Please provide correct data. On their basis, possible prizes and diplomas will be awarded.

Contact details

Polska (+48)

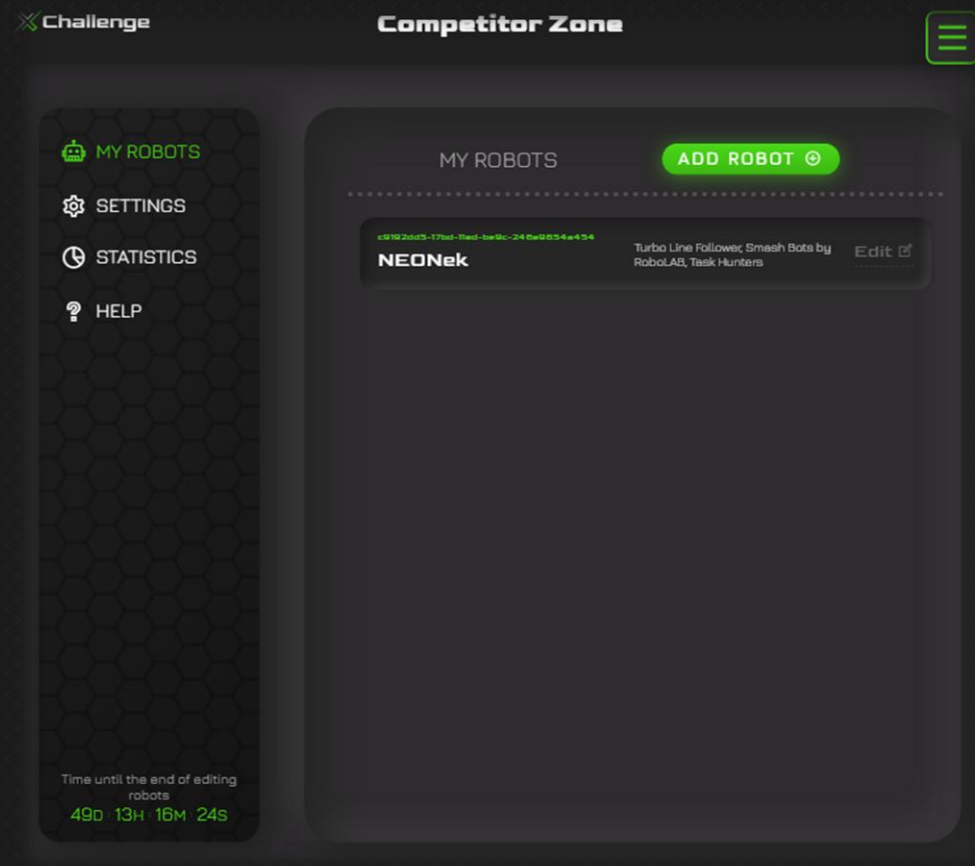
Phone number (optional)
518370317

Save

Screen 9. Settings section

My robots

A link to this subpage is in the panel with a black background, located on the left side of the Player Area view. It is a view that shows all robots of the logged in User, both those added by himself, as well as robots added by other users who entered the User as a robot constructor. From this section you can go to the Add new robot view by pressing the button **ADD ROBOT** and to Edit the selected robot by selecting it from the list of available robots and pressing the **Edit** button. The view of the My robots section is presented on the picture below:



Screen 10. My robots section

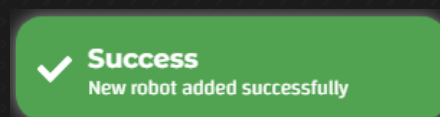
Add new robot

You can go to the view where you can add a new robot, which will be registered to participate in competitions, from the level of the My robots section described in the previous chapter. To correctly add a new robot, enter its proper name (any, avoiding profanity, insults and defamation) and the category in which it will participate. It is recommended not to submit more than one robot to a given category, if you are its only designer. This may mean that the User will have to fight two fights simultaneously, which is physically impossible. In the case of robots consisting of more than one constructor, you can add several robots to the same category, however, it may mean a fight between two robots from the same team. If the given data is correct, the user can register his robot to participate in the competition using the button **ADD** and the view of the Add a new robot section should be represented by the illustration below:

The screenshot shows the 'Add a new robot' interface within the 'Challenge Competitor Zone' app. On the left is a sidebar menu with options: MY ROBOTS, SETTINGS, STATISTICS, and HELP. The main area is titled 'Add a new robot' and includes a warning: '*We recommend that you do not add more than one robot in a category. This can cause logistic errors and preclude the robot from participating in the games.' Below this, there are two input fields: 'Robot name' with the text 'NEONek' and 'Category' with a dropdown menu showing 'Micro Sumo'. A red 'ADD' button is at the bottom. A timer at the bottom left indicates 'Time until the end of editing robots: 49d 13h 15m 15s'.

Screen 11. Add a new robot section

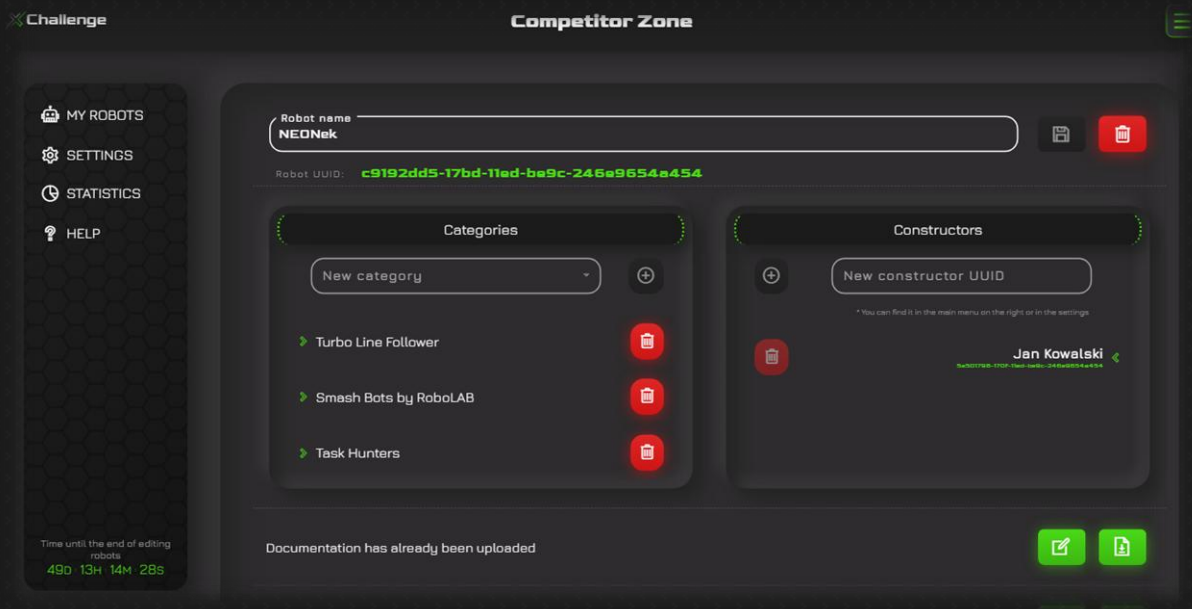
If the registration process was successful, the User will receive the following message:





The editing process, adding constructors and robot categories is described in the next chapter.

Edit robot


This section is one of the most extensive, key and functionalities in the entire Website, so it is worth spending a few moments to understand how it works. To go to it, just enter the robot edition from the My robots view, described in the previous chapters. The user's eyes should see the following view:



Screen 12. Robot editing section

A button  is responsible for deleting a robot, robot category or constructor, located in the upper panel by the robot name, on the right side of the category name and on the left side of the constructor. To change the name of the robot, enter the new name in place of the current Robot name and then press the button . It is impossible to delete the only category and the only robot builder.

Adding a robot category

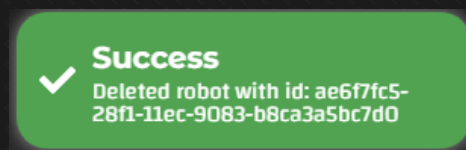
To add a new robot category, select the appropriate category from the drop-down list and then press the button . Attention! According to the regulations, each robot can be entered into up to four competitions, within which it can choose up to 2 categories (for example, one robot can take part in the Drag Race, LF Standard, LF Standard Enhanced and Micro Mouse, however, it cannot take part in the Drag Race, LF Standard, LF Turbo and LF Standard Enhanced).

Adding a robot builder

The constructor is understood as a User who took an active part or had an influence in the creation of a given robot. Each constructor added to the robot is part of his team and has the same rights as the User submitting the robot (e.g. if the robot has 5

constructors, each of them has the right to fully edit the robot, put it into battle and collect any award and diploma). This means that **it is enough for only one of the team members to add a robot via the Add a new robot form** (described in the previous chapter). To add a constructor to the robot, enter the User UUID of the person who together with the User contributed to the creation of the robot, and then press the button (User UUID can be found in Settings or in the drop-down menu on the right). Clicking on the User UUID (regarding the Settings and drop-down menu) will automatically copy it to the clipboard for an easier way to send it. The identifier should be entered in the field and then the button should be pressed.

After all of the above-mentioned activities, an appropriate message will be sent, informing the user about the completion of the activity, e.g.:



Time to add / edit robots

The time for adding and editing robots is shown at the bottom of the black panel on the left side of the screen in the Player Area view. After this time has elapsed, it is impossible to add or edit robots. However, it is still possible to change the User's data and password.

Live results

To learn about the progress in the competition, visit the Results subpage. There will be detailed information for each category, including fights that have not yet taken place.

Notifications

In Settings, you can add your phone number. The organizers will send important messages and information about the current phase of the competition via SMS and will call the competitors to the appropriate rings (regarding the category of fights between robots).

Logout

If the User wants to switch to another account or simply terminate the use of the website, he can do so by logging out. Just expand the menu on the right side of the screen and press the button **LOGOUT**. The User will be transferred to Login again, and access to the Player's Area will be blocked until they log in again.

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[rzeszowska.grupa.it](https://www.facebook.com/rzeszowska.grupa.it)



[user/rzeszowrobomotion](https://www.youtube.com/user/rzeszowrobomotion)



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