

IDEAS FOR HACKATHON

FINAL IDEA

MVP

Stick to something I know well and am interested in like hobbies/passions??

A kata related to rock climbing?
Creating a function that calculates the difficulty level of a climbing route

Focus on a basic function that calculates the total difficulty level of a climbing route based on a single factor, such as the type of holds.

Dogs! A function that simulates a dog fetching a ball in a park. The function could take parameters such as the distance the ball is thrown, the speed of the dog, and the time

Based on various factors such as the type of holds, the angle of the wall, and the distance between holds.

Assign different values to each factor (e.g., crimp holds are worth 1 point) and then calculate the total difficulty level of the route based on the sum of these values

Think about the goals of your challenge

Function `getDifficultyOfClimb`

Given a set of hold types, work out the difficulty of the climb

Create a code challenge: write a function called `getDifficultyOfClimb` that takes in a string array of climbing hold names (a sequence of holds that makes up the climbing route) and returns a number value to represent the difficulty of the climb.

Names of holds and their difficulty value in points is as below:

A jug hold is worth 1 point

A crimp hold is worth 3 points

A sloper hold is worth 5 points

Here is just one of the possible climbing routes for Mount Code (but feel free to pass in any combination of holds that you like):

sloper, crimp, sloper, jug, sloper, jug, crimp

What scenarios can I provide to test if people have reached those goals?

- Test if the function works with just one hold at a time
- Test if the function works with one of each hold
- Test if the function works with a random combination of holds