Score calculation
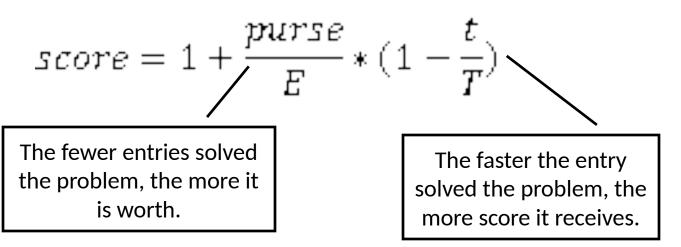
- Each Sokoban problem has a purse of 1 unit
- If an entry solved a problem, it received

$$score = 1 + \frac{purse}{E} * (1 - \frac{t}{T})$$

The fewer entries solved the problem, the more it is worth.

The faster the entry solved the problem, the more score it receives.

- Purse =1, E = number of entries that solved the problem, t is the runtime of the entry, T is the timeout limit