LAUNCH Challenge

When the team scans the Arrival QR code, the MS provides the parameters for the challenge. The Team must navigate to 4 separate clusters of markers and scan the correct marker at each cluster.

The Team gets 3 attempts at each cluster to scan the correct marker.

All messages to the server have the following header field values, unless specified otherwise:

    Content-type: application/json
    Accept: application/json

All content is exchanged in JSON format, unless specified otherwise.

Team → **BRATA**: Scan Arrival QR Code

HTTP Request

```
POST start_challenge/<station_id>
{
    "team_passcode":  "<passcode>"
}
```

HTTP Response

```
{
    "message":  "Layout the launch site at [LAT=+dd.dddddd] [LON=+dd.dddddd]
                                            [ROT=dd.d] [SIDE=dd.d] [COLOR=c]"
}
```

BRATA → **Team**: Return message to Team

Team navigates to first waypoint

Team → **BRATA**: Scan Marker QR Code

```
POST at_waypoint/<waypoint_id>
{
    "team_passcode":  "<passcode>"
}
```

```
{
    "message":  "Correct!  Continue to next vertex."
}
    or
{
    "message":  "Try again!"
}
    or
{
    "message":  "Sorry!  Continue to next vertex."
}
```

BRATA → **Team**: Return message to Team — Try again

Team navigates to next waypoint

Team navigates to final waypoint

Team → **BRATA**: Scan Marker QR Code

```
POST at_waypoint/<waypoint_id>
{
    "team_passcode":  "<passcode>"
}
```

```
{
    "message":  "Correct!  All Done!"
}
    or
{
    "message":  "Try again!"
}
    or
{
    "message":  "Sorry!  Proceed to the next Challenge."
}
```

BRATA → **Team**: Return message to Team — Try again

Team goes to next challenge

Lifelines: Team, BRATA, HTTP Request, Master Server