



# EPIQUESTS

< UNIX ENVIRONMENTS />



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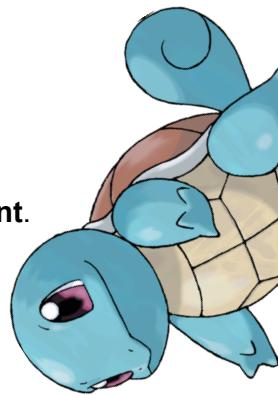
# Throughout the entire pool

## EpiGif

Throughout the Piscine, everyone will have the chance to take part in the **EpiGif tournament**.  
The goal is simple: **create the best GIF representing Epitech Nice**.

There are only **3 rules to follow**:

- Your GIF must be directly related to Epitech.
- No form of discrimination will be tolerated (this will lead to disqualification).
- Have fun!



Once your GIF is ready, share it on your Discord server with the caption **#EpiGif**.  
The winner will be chosen on **Monday, October 27th at 10:00 AM** and will receive **500 points**.



## EpiQuizz

Every **Wednesday afternoon**, during the 5 weeks of the Piscine, you'll be able to team up and join the EpiQuizz. The EpiQuizz is an interactive quiz where you'll play in teams and answer a series of questions. Each week, the theme will change: music, video games, tech culture, and many more!

Here are the rewards:

🥇 1st place: **100 points**

🥈 2nd place: **75 points**

🥉 3rd place: **50 points**

⭐ Last place: **25 points**



## Team Challenges

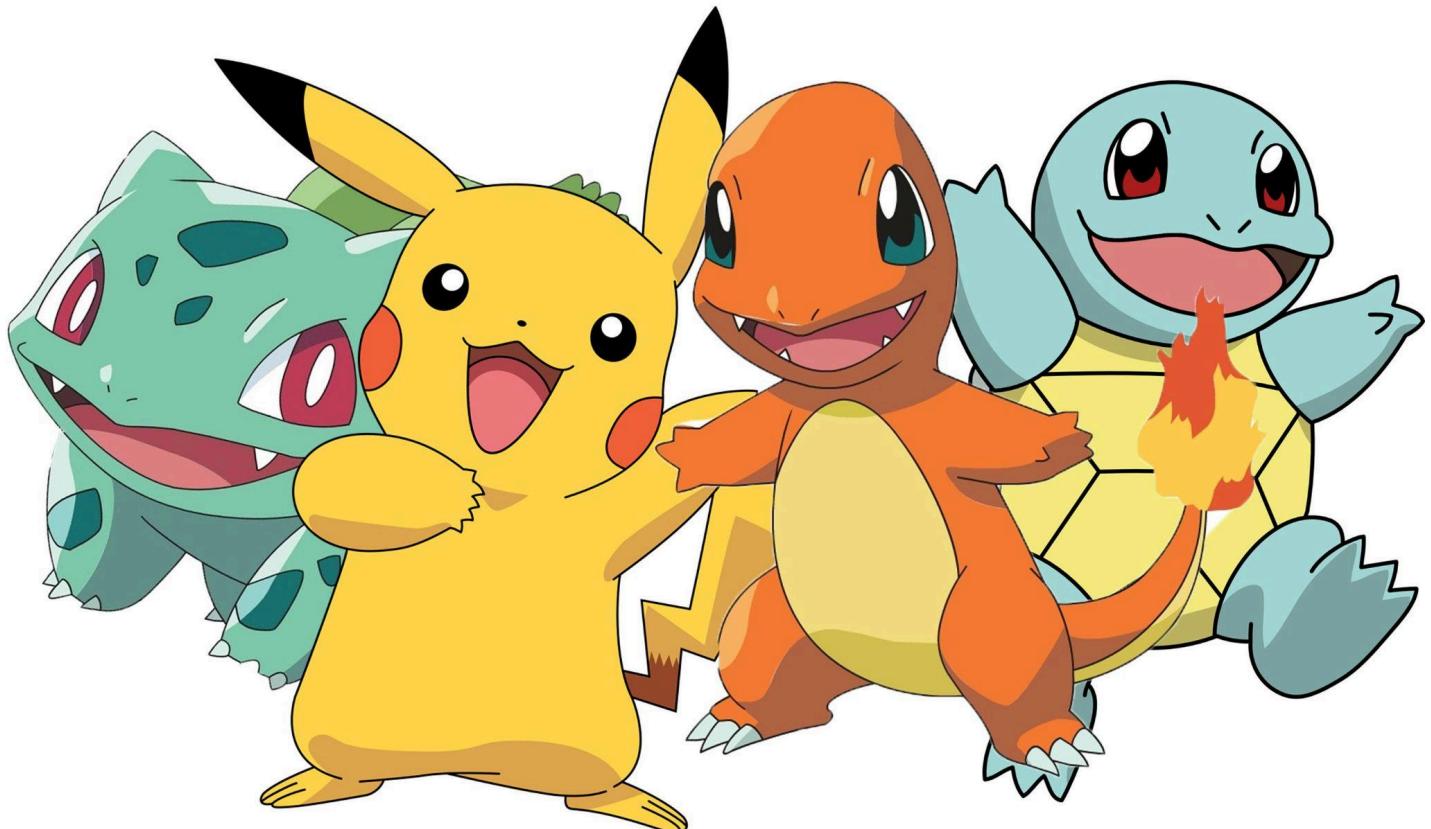
On Thursday, **September 25th**, each team chose a challenge.

These challenges allow you to **earn the stickers representing the teams**.

Example: to get the red sticker, you must complete the Red Team's challenge.

Here are the challenges for each team:

- Green Team → Defend a task in front of the whole class (done by 1 or 2 students) to earn the sticker.
- Yellow Team → Hold a 2-minute plank to get the sticker. After that, the team that lasts the longest earns extra points.
- Red Team → Give a presentation about an AER in groups of 3 (an interview of 5-10 minutes to gather information).
- Blue Team → A coding challenge in 2–5 minutes or code debugging / CodingStyle correction.



## Skill Tokens

During your C Piscine, you will **validate different skills through the exercises you complete each day**, as checked by Marvin.

Each validated skill will earn you **a colored token**.

There are **8 skills**, and therefore **8 token colors**:

Red - Yellow - Light Green - Dark Green - Light Blue - Dark Blue - Black - White

You can place your tokens into the **white honeycomb** that was given to you at the beginning of the Piscine.

Your goal: **fill every slot in your honeycomb** by validating each skill!!



## Daily Coding Challenges

Every day, a coding challenge will take place. **One member from each team will be selected** to participate.

You will have **30 minutes** to complete the given exercise. The challenge will be in **C**, and the solution must both **work correctly** and **follow the Coding Style**.

Each participant who completes the challenge will earn points for their team:

🥇 1st place: **100 points (+ a bonus sticker)**

🥈 2nd place: **75 points**

🥉 3rd place: **50 points**

⭐ 4th place: **25 points**

⚠️ Be careful: it's possible that **no team will score points** if no one completes the challenge successfully.



## EpiGambling

During the Piscine, you'll have the chance to take part in **fun betting games** (no real money involved, only points).

From wagers to mini-games to silly challenges, you can **propose your ideas to the AERs** for a chance to win... or lose points!

Here are a few example bets:

- 💪 **Arm wrestling against AER Raphaël** → +500 points if you win, but -10 points if you lose.
- 🏃 **Race between Celenzo (blue team) and Matthis (green team)** → whoever finishes the daily exercises first gives 10 points to the other.
- ♠ **Blackjack between the red team and the yellow team** → the losing team gives 100 points to the winning team.
- 🔎 **Coin hunt** → one team hides a coin in the room, and the first to find it within 5 minutes earns 100 points.

⚠ All bets **must be approved by an AER** before being played!



# One week - One quest

## Week 1 - Discovering your intranet

Building projects is great, but it's even better when everyone can understand and use them! That's where a simple yet powerful markup language comes in: **Markdown**.

Markdown is used everywhere: on Discord, on GitHub, and in many other tools. It allows you to format text easily and in a clean, readable way.

As future developers, you'll use it throughout your entire career-so you might as well start now!

GitHub even supports Markdown files directly. For instance, if you create a **README.md** file in a repository, its content will automatically appear on the project's main page. It's most often used to describe and document the project.

To help you get started with Markdown and to explore Epitech's awesome intranet, your mission is to **find a file that explains how to create a README in the intranet**.

Once you find it, **show it to an AER**, and your team will earn points!

Here are the rewards:

- 🥇 1st place: **100 points** - Lukas SOIGNEUX (Jaune PGE)
- 🥈 2nd place: **75 points** - Alessandro PARIS (Bleu PGE)
- 🥉 3rd place: **50 points** - Erwan LO PRESTI (Vert PGE)
- ⭐ Last place: **25 points**



## Week 1.5 - Team card

Your next mission: **create a custom PokéMon card representing your team.**  
It must be fully personalized and reflect your group's identity.

Once your card is ready, download it and go see **Andy MALLET** so he can print it for you.

This activity has two goals:

- Help you get to know the administration team at Epitech.
- Strengthen the bonds within your group as you design your PokéMon card together.

Here are the rewards (depending on the speed):

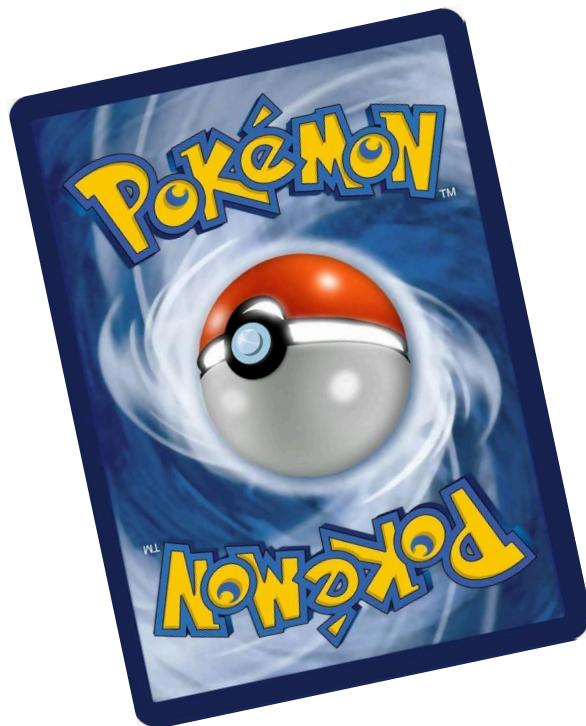
🥇 1st place: **100 points - Equipe Verte**

🥈 2nd place: **75 points - Equipe Rouge**

🥉 3rd place: **50 points**

⭐ Last place: **25 points**

On top of that, the best card (the one that best represents its team) will be chosen by the teaching staff, and the winning team will receive an **additional 100 points**.



## Week 2 - EpiDrawing

Starting from the second week of the Piscine, the **drawing contest begins!** The idea is simple: **grab a sheet of paper and let your creativity flow.**

⚠ Important: **no obscene drawings**. Keep it **related to the Piscine themes**: Epitech, C, Bash, GitHub, Marvin, or Piscine life.

Once your masterpiece is finished:

1. Don't forget to add your signature or your full name.
2. Get some tape from the Hub.
3. Hang your drawing on a wall in the Ada room.

At the end of the Piscine, all drawings will be voted on, and the **best one will be chosen**. The winner will earn **200 points!**



# One day - One quest

## Day 1 - Display\_evolution.sh

Your next challenge is to create a Bash script named **display\_evolution.sh**.

This script should take a starter Pokémons (Charmander, Bulbasaur, or Squirtle) as **an argument** and **display its full evolution line**.

Example usage:

```
Terminal
$ ./display_evolution.sh Charmander
Charmander - Charmeleon - Charizard
```

If no argument is provided, or if the given Pokémons is not a valid starter, the script should display:

```
Terminal
$ ./display_evolution.sh Meowth
This is not a starter.
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

- 🥇 1st place: **50 points** - Lukas SOIGNEUX (Jaune PGE)
- 🥈 2nd place: **35 points** - Alessandro PARIS (Bleu PGE)
- 🥉 3rd place: **25 points**
- ⭐ Last place: **15 points**



## Day 2 - Pokedex.sh

Your next challenge is to create a Bash script named **pokedex.sh**.

This script should **print** out the complete list of the **first 151 Pokémons**. To complete this, you **must use a loop** and **a list** (no spamming echo 151 times 😊).

Example usage:

```
$ ./pokedex.sh
Bulbasaur
Ivysaur
...
Mew
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

- 🥇 1st place: **50 points** - Lukas SOIGNEUX (Jaune PGE)
- 🥈 2nd place: **35 points**
- 🥉 3rd place: **25 points**
- ⭐ Last place: **15 points**



## Day 3 - Print pokémon

Write a **C function** named:

```
1 void my_print_pokemon(int id);
```

This function should **print the team mascot based on the given ID**:

- 0: Pikachu
- 1: Bulbasaur
- 2: Squirtle
- 3: Charmander
- Any other number: unknown

The function must be **implemented using a switch / case**.

Example:

```
1 int main(void)
2 {
3     my_print_pokemon(0);
4     my_print_pokemon(1);
5     my_print_pokemon(2);
6     my_print_pokemon(3);
7     my_print_pokemon(4);
8     return 0;
9 }
```



```
Terminal
$ ./a.out
Pikachu
Bulbasaur
Squirtle
Charmander
unknown
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

- 🥇 1st place: **50 points** - Lukas SOIGNEUX (Jaune PGE)
- 🥈 2nd place: **35 points** - Alessandro PARIS (Bleu PGE)
- 🥉 3rd place: **25 points** - Jessym GADDACHA (Vert PGE)
- ⭐ Last place: **15 points**

## Day 4 - Pokemon level

Write a **C function** named:

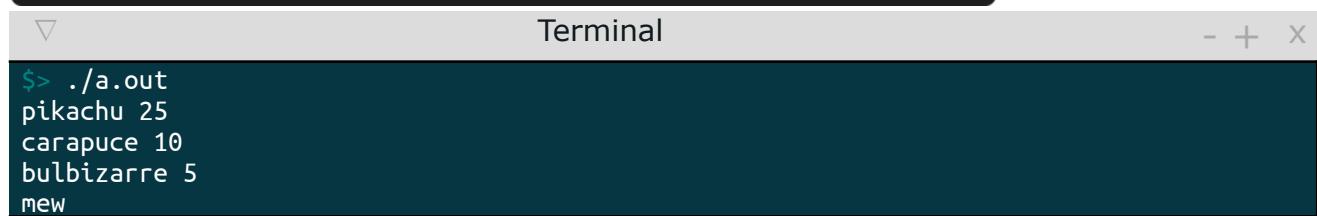
```
1 void my_pokemon_level(const char *str);
```

This function takes a string as input, where a **Pokémon's name and its level are mixed up**.

Your task is to **reformat it and display the Pokémons name followed by its level**.

Example:

```
1 int main(void)
2 {
3     my_pokemon_level("pika25chu");
4     my_pokemon_level("carapuce10");
5     my_pokemon_level("bulbizarre5");
6     my_pokemon_level("mew");
7     return 0;
8 }
```

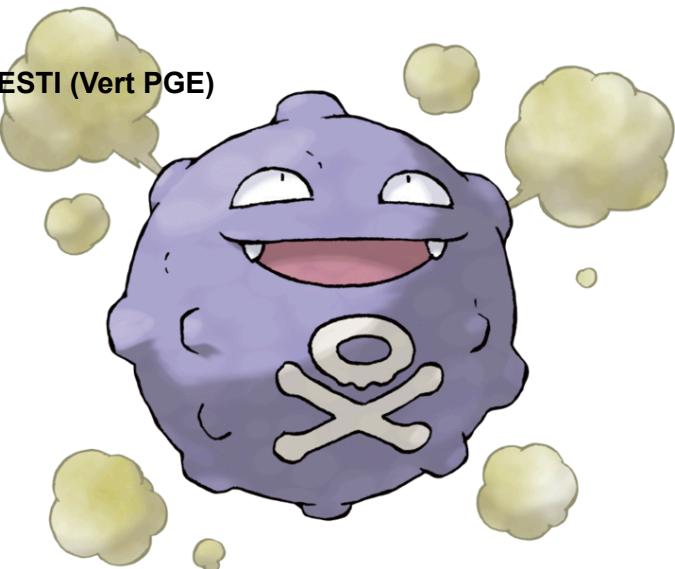


```
$> ./a.out
pikachu 25
carapuce 10
bulbizarre 5
mew
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

- 🥇 1st place: **50 points** - Erwan LO PRESTI (Vert PGE)
- 🥈 2nd place: **35 points**
- 🥉 3rd place: **25 points**
- ⭐ Last place: **15 points**



## Day 5 - Palindrome

Write a **C function** named:

```
1 bool my_palindrome_pokemon(char *str);
```

This function should **return true if the given string is a palindrome, and false otherwise.**

A palindrome is a word that **reads the same forwards and backwards.**

Example:

```
1 int main(void)
2 {
3     printf("eevee -> %s\n", my_palindrome_pokemon("eevee") ? "true" : "false");
4     printf("mewtwo -> %s\n", my_palindrome_pokemon("mewtwo") ? "true" : "false");
5     printf("girafarig -> %s\n", my_palindrome_pokemon("girafarig") ? "true" : "false");
6     printf("pikachu -> %s\n", my_palindrome_pokemon("pikachu") ? "true" : "false");
7     return 0;
8 }
```

Terminal

```
$ ./a.out
true
false
true
false
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

🥇 1st place: **50 points** - Alessandro PARIS (Bleu PGE)

🥈 2nd place: **35 points** - Erwan LO PRESTI (Vert PGE)

🥉 3rd place: **25 points**

🏅 Last place: **15 points**



## Day 6 - StrCaseCmp

Write a **C function** named:

```
1 int my_strcasecmp(char *str1, char *str2);
```

This function should **compare two strings in a case-insensitive way**, just like **strcmp**, but ignoring uppercase and lowercase differences.

- Return 0 if the strings are equal (ignoring case).
- Return a negative value if str1 < str2.
- Return a positive value if str1 > str2.

Example:

```
1 int main(void)
2 {
3     printf("%d\n", my_strcasecmp("Pikachu", "pikachu")); // 0
4     printf("%d\n", my_strcasecmp("Salameche", "SALAMECHE")); // 0
5     printf("%d\n", my_strcasecmp("Carapuce", "Bulbizarre")); // != 0
6     return 0;
7 }
```

Terminal

```
$> ./a.out
0
0
1
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

🥇 1st place: **50 points** - Erwan LO PRESTI (Vert PGE)

🥈 2nd place: **35 points**

🥉 3rd place: **25 points**

🏅 Last place: **15 points**



## Day 7 - Print pokémon 2

Write a **C program** named **my\_print\_pokemon** and used like that :

```
Terminal
$> ./my_print_pokemon <size> <name> <speed>
```

The program takes 3 arguments **in any order**:

- A Pokémon name (char \*)
- A size (M, L, XL)
- A speed (int)

Your program must **print the sentence**:

*{name} is {size} and has a speed of {speed}*

⚠ The difficulty is that the parameters can be passed in **any order**, but your program must still print the correct sentence.

Example:

```
Terminal
$> ./my_print_pokemon Pikachu M 90
Pikachu is M and has a speed of 90

$> ./my_print_pokemon XL Bulbasaur 45
Bulbasaur is XL and has a speed of 45

$> ./my_print_pokemon 65 Charmander L
Charmander is L and has a speed of 65
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

🥇 1st place: **50 points**

🥈 2nd place: **35 points**

🥉 3rd place: **25 points**

⭐ Last place: **15 points**



## Day 8 - Pokémon to pokedex

Write a C program named **my\_pokemons\_to\_pokedex** and used like that :

```
Terminal
$> ./my_pokemons_to_pokedex <pokemon1> <pokemon2> <pokemon3> ...
```

The program should:

- Take a list of Pokémons names as arguments.
- **Store them in an array.**
- **Convert all names to uppercase.**
- Print the full array at the end.

Example:

```
Terminal
$> ./my_pokemons_to_pokedex Pikachu Bulbasaur Charmander Squirtle
→ PIKACHU BULBASAUR CHARMANDER SQUIRTLE
```

Once you make it, **show it to an AER**, and your team will earn points!

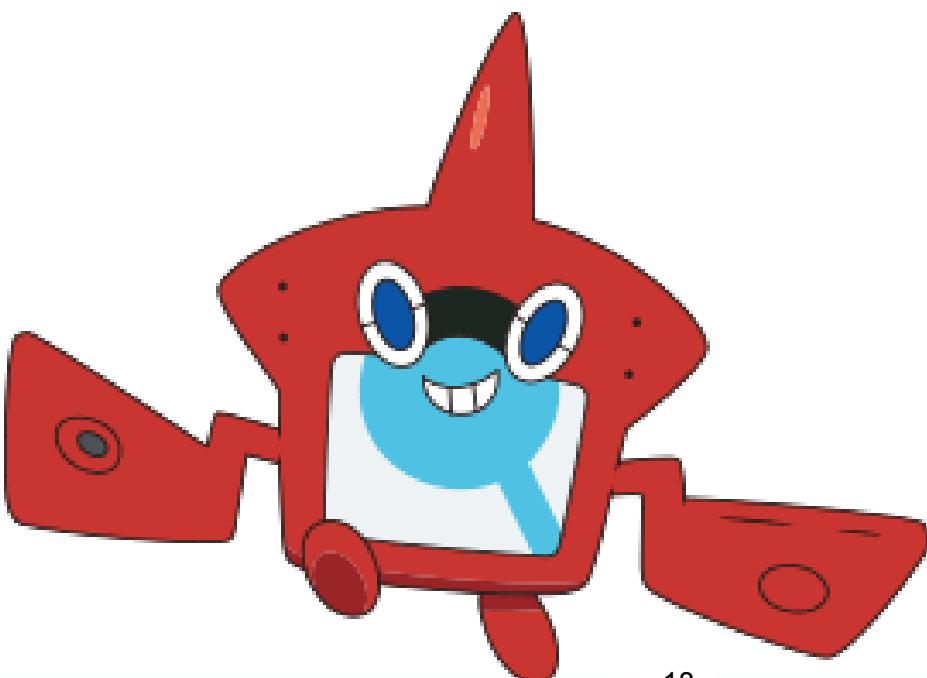
Here are the rewards:

🥇 1st place: **50 points**

🥈 2nd place: **35 points**

🥉 3rd place: **25 points**

⭐ Last place: **15 points**



## Day 9 - Pokemon structure

Create a C structure named **pokemon\_t**.

The structure must contain:

- **char \*name** → the Pokéémon's name
- **char \*type** → the Pokéémon's type (e.g., Fire, Water, Grass...)
- **char \*size** → the Pokéémon's size (M, L, XL)
- **int speed** → the Pokéémon's speed

Then, write a constructor function:

```
1  pokemon_t *create_pokemon(char *name, char *type, char *size, int speed);
```

Example:

```
1  int main(void)
2  {
3      pokemon_t *pikachu = create_pokemon("Pikachu", "Electric", "M", 90);
4      printf("%s is an %s Pokéémon, size %s, speed %d\n",
5             pikachu->name, pikachu->type, pikachu->size, pikachu->speed);
6      free(pikachu);
7      return 0;
8 }
```

Terminal

```
$> ./a.out
Pikachu is an Electric Pokéémon, size M, speed 90
```

Once you make it, **show it to an AER**, and your team will earn points!

Here are the rewards:

- 🥇 1st place: **50 points**
- 🥈 2nd place: **35 points**
- 🥉 3rd place: **25 points**
- ⭐ Last place: **15 points**





{EPITECH}