

# Problem 3449: Maximize the Minimum Game Score

## Problem Information

**Difficulty:** Hard

**Acceptance Rate:** 25.52%

**Paid Only:** No

**Tags:** Array, Binary Search, Greedy

## Problem Description

You are given an array `points` of size `n` and an integer `m`. There is another array `gameScore` of size `n`, where `gameScore[i]` represents the score achieved at the `i`th game. Initially, `gameScore[i] == 0` for all `i`.

You start at index `-1`, which is outside the array (before the first position at index `0`). You can make **at most** `m` moves. In each move, you can either:

\* Increase the index by 1 and add `points[i]` to `gameScore[i]`. \* Decrease the index by 1 and add `points[i]` to `gameScore[i]`.

**Note** that the index must always remain within the bounds of the array after the first move.

Return the **maximum possible minimum** value in `gameScore` after **at most** `m` moves.

**Example 1.**

**Input:** `points = [2,4]`, `m = 3`

**Output:** 4

**Explanation.**

Initially, index `i = -1` and `gameScore = [0, 0]`.

Move | Index | gameScore ---|---|--- Increase `i` | 0 | `[2, 0]` Increase `i` | 1 | `[2, 4]` Decrease `i` | 0 | `[4, 4]` The minimum value in `gameScore` is 4, and this is the maximum possible minimum among all configurations. Hence, 4 is the output.

**Example 2:**

**Input:** points = [1,2,3], m = 5

**Output:** 2

**Explanation:**

Initially, index `i` = -1 and `gameScore` = [0, 0, 0].

Move | Index | gameScore ---|---|--- Increase `i` | 0 | `[1, 0, 0]` Increase `i` | 1 | `[1, 2, 0]` Decrease `i` | 0 | `[2, 2, 0]` Increase `i` | 1 | `[2, 4, 0]` Increase `i` | 2 | `[2, 4, 3]` The minimum value in `gameScore` is 2, and this is the maximum possible minimum among all configurations. Hence, 2 is the output.

**Constraints:**

$2 \leq n \leq 5 \times 10^4$   $1 \leq points[i] \leq 10^6$   $1 \leq m \leq 10^9$

## Code Snippets

**C++:**

```
class Solution {
public:
    long long maxScore(vector<int>& points, int m) {

    }
};
```

**Java:**

```
class Solution {
    public long maxScore(int[] points, int m) {

    }
}
```

```
}
```

**Python3:**

```
class Solution:  
    def maxScore(self, points: List[int], m: int) -> int:
```