

Monkey Music Challenge



Quick start

To install the challenge runtime:

```
> gem install monkeymusic
```

To get started quickly:

```
> monkeymusic demo
```

To see something on the screen:

```
> monkeymusic -p demo_player
```

You can probably learn a lot about the game from reading the `demo_player`.

Also make sure to read the protocol examples at the end of the document.

protip:

Metadata fields are separated by double commas! (, ,)

The level

Your monkey moves around in a flat 2D level. You can think of the level as a matrix, where any square can be occupied by one thing at any given time.

```

Xl      1 U 2      lX
t      ll      ll      t
###t ##### t###
#t # #T tltlt T# # t#
##      #T#l      l#T#      ##
#l #####X X##### l#
##      #      # x #      # ##
#T#      #t#      #t#      #T#
#x#l##### # #####l#x#
#      #      # l #      #      #
### # # # # # # # ###
#t      #      #      #      t#
#l###l#t#t#t#t#l###l#

```

Every monkey is represented in the level by a numerical id:

- *Monkey*: \d

Besides monkeys, the level can also contain:

- *Tracks*: spotify:track:.....
- *Walls*: #
- *The User*: U

Your monkey has one mission: to find and deliver suitable track recommendations to *The User*.

Glossary

Level units

Monkey M#\d+

Description of a monkey and stuffs.

User

Description of a user and stuffs.

Wall

An obstacle. Represented by the ASCII character #.