The Employee Engagement Solution for Tech

Web-based | Asynchronous | Programming Esports

CODECOMBAT AI LEAGUE

Competitive coding has never been so epic! Our programming esports platform offers an opportunity to further engage your employees through fun and exciting technical competition. The AI League allows players to showcase their programming aptitude as they go head to head in battle against their colleagues.

FEATURES

COMPETE THROUGH CODE
In this esports league, your code powers the strategies and tactics in battle. So instead of directional keys or a joystick, players write the code that determines their battle strategy.

SIMPLE TOURNAMENT MANAGEMENT
Our end-to-end solution delivers registration, organization, and competition through a simple web-based interface.

ASYNCHRONOUS COMPETITION
Asynchronous competition allows players to compete anytime and anywhere, so there's no need to coordinate schedules.

BRANDING
For large tournaments, we can tailor this experience for your organization with an arena customized using your logo and brand colors.

CUSTOM STRUCTURE
We will work with you to fully customize a competition that works best for your organization, allowing you to determine timing, structure, scoring, ranking, difficulty, and arena selection.

CONNECT WITH US

Want to learn more? Connect with us directly about bringing Competitive Programming Esports to your organization. Contact us at:

partnerships@codecombat.com

"I definitely enjoyed it. It was better in probably every way to the previous [team] week's activities. It was cool that we controlled all of the characters and battle through coding."

- 2022 Tournament Participant

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Amdocs is a multinational corporation that was founded in Israel and is currently headquartered in Chesterfield, Missouri. The company specializes in software and services for communications, media, and financial services providers and digital enterprises.

CodeCombat and Amdocs partnered on two programming esports tournaments in the Summer of 2022, which brought competitive programming to employees across six countries and multiple business units.

TOURNAMENT RECAP

CUSTOM ARENA

EXPERINCE RATING

★★★★⯪

Amdocs participants rated their tournament satisfaction with a 4.5 average rating.

METRICS

5,183 Lines of Code

83 Players

6.03 Avg Hrs / Player

66 It was a fun and low-stress way to compete with colleagues. I liked the general setup. It was easy to quickly get accustomed to. 99

-Amdocs Tournament Participants

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Q & A

What programming languages can be used?

Python, Javascript, CoffeeScript, Lua, C++, and Java (experimental).

What are the minimum and maximum number of players for a tournament?

The minimum is 50, there is no maximum.

Data privacy

The entire tournament is managed through our website, so no third party is involved. For more information, visit codecombat.com/privacy.

Can a tournament be implemented across multiple countries, departments, etc.?

As the tournament runs asynchronously, anyone can participate at any time with no need to disrupt their regular schedules.

Who will be responsible for technical support?

We are an international team and will be able to help you regardless of the timezone.

How does scoring work?

We set up our tournament using a Bayesian scoring model while players are iterating their code. At the end of the competition, we lock the code and simulate head-to-head matchups between each player. The win/loss record for each player then determines their final ranking. We feel that this is one of the most effective ways for players to stay engaged, getting fast feedback while reworking their code to improve their Bayesian rank and then providing a true picture of player success with the final win/loss rank.