**100K Challenge**

2014

Entelect + NAG

**Questions**

1. Can you give an estimate as to roughly when the spec for the 2014 challenge will be available?

We’re not certain yet, but the plan is for the spec and testing bed to be released with the tournament announcement.

1. Can we use C++?

You can use any languages in the .NET framework (and Java), so C++ is fine.

1. What will the maximum exe size be?

There’s no maximum EXE size, just a maximum of 5mb on source.

1. Without stating what game the theme will be based on this year, would it be safe presume that whatever it is, it will be a 2D grid based game world, similar to the Tron Light Cycles and Battle City from the 2012 and 2013 100k challenges respectively?

Not at all ☺ We’re looking for new ones to challenge our entrants.

1. I noticed that the rules are quite stringent regarding the risk of plagiarism. Would the use of 3rd party libraries be permitted?

As an example, I would like to use FANN (Fast Artificial Neural Network library). Or would I be required to write my own neural network classes?

The use of 3rd party libraries is acceptable.