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**Tournament Information**

This year's competition sees entrants compete in the classic game of Pacman, with a twist. Players will face-off with an opponent in a Pacman-style maze with the goal being to get more points (consume more pills) than your opponent.

* Entrants will be divided into two separate pools based on their abilities, with each pool yielding grand-prize winners of the 2014 challenge.
* This effectively allows beginner programmers and AI enthusiasts to compete against each other with a better chance of making it into the final 4 than previous years.
* Similarly, the more advanced entrants will pair off against each other in the advanced pool for the grand prize of **R 100,000**.
* The competition will see entrants play-off at a special event in **September** in **Melrose Arch** in front of gaming and technology media where we will announce our final 4 contestants in each pool.
* The grand finale will take place live on stage at **rAge** expo on the **4th of October**, where we will be awarding the grand prizes to the winners of both pools.
* This year, **Entelect** will be opening up the opportunity for programmers and designers to build their own Graphical User Interfaces (GUI) for the game and will be presenting a special Gooey Award at the **rAge** expo in **October**.

**Pacman Duel**

This year's competition sees entrants compete in the classic game of Pacman, with a twist. Players will face-off with an opponent in a pacman-style maze with the goal being to get more points (consume more pills) than your opponent.

* Each player will start on opposing sides of the maze, and will take turns to move.
* The same maze is used for every game, and is a slight modification of the classic pacman maze.
* On the board, players will find **standard pills** and **bonus pills**, each weighted differently in terms of points.
* The objective of the game is to collect more points than your opponent before there are no longer any pills left on the maze.
* It's a race to the finish with only one victor remaining.
* To make things exciting, players can send their opponents back to the centre of the maze (re-spawn), by consuming them.

**Tournament Pools**

This year's challenge will see contestants split into two pools.

* **Pool A** will contain the more advanced entries in the challenge.
* **Pool B** will feature the remainder.
* Each pool will be run as a separate **double-elimination tournament**, with **separate prizes**.
* **Entelect will determine the appropriate pool** for each entrant based on the ability of the entry.
* The pool for an entrant will be determined by playing each entry against a set of reference players, to determine their rank.

**Prizes**

This year there will be two tournaments, Pool A (advanced) and Pool B (beginner), which will give entrants in the beginner pool a stronger chance at winning the grand prize.

* **Pool A (advanced):**
  + Grand prize of **R 100,000** in cash.
  + Runner up prizes for final 4 contestants to be announced
* **Pool B (beginner):**
  + Grand prize of **R 50,000** in cash.
  + Runner up prizes for final 4 contestants to be announced
* **Gooey award!**
  + The public are encouraged to build their own GUI (Graphical User interface) for the pacman game.
  + The **most innovative and impressive GUI** will win this award which comes with a cash prize of **R 15,000.**

**Events & Timelines**

* **Competition opens,** on the **14th April 2014.**
* **Competition closes,** for entries on the **16th of August 2014,** and entrants will be notified of their pools by the **1st September.**
* The **play-offs** event will be held on the evening of the **13th September** at the **Fire & Ice Hotel** in **Melrose Arch**. All entrants will be invited to attend this event.
* The **finals** will be held live at **rAge Expo** on the main stage on the **4th October**.

**Test Harness**

This year Entelect have made the **official test harness** code available to the public for review. You can view the code and corresponding documentation at the **Entelect Challenge Github repository**, here

* **Binaries** will be available for download on the **Github** repositories, and will be updated with each modification.
* You are encouraged to review the code and submit bug-fixes or suggest modifications.
* These modifications will be reviewed by the Entelect technical panel and if applicable will be implemented.