

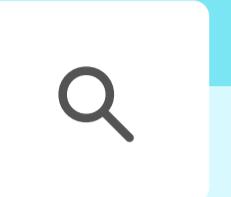
CodeKataBattle

Challenge yourself With kata battles

Login Through GitHub



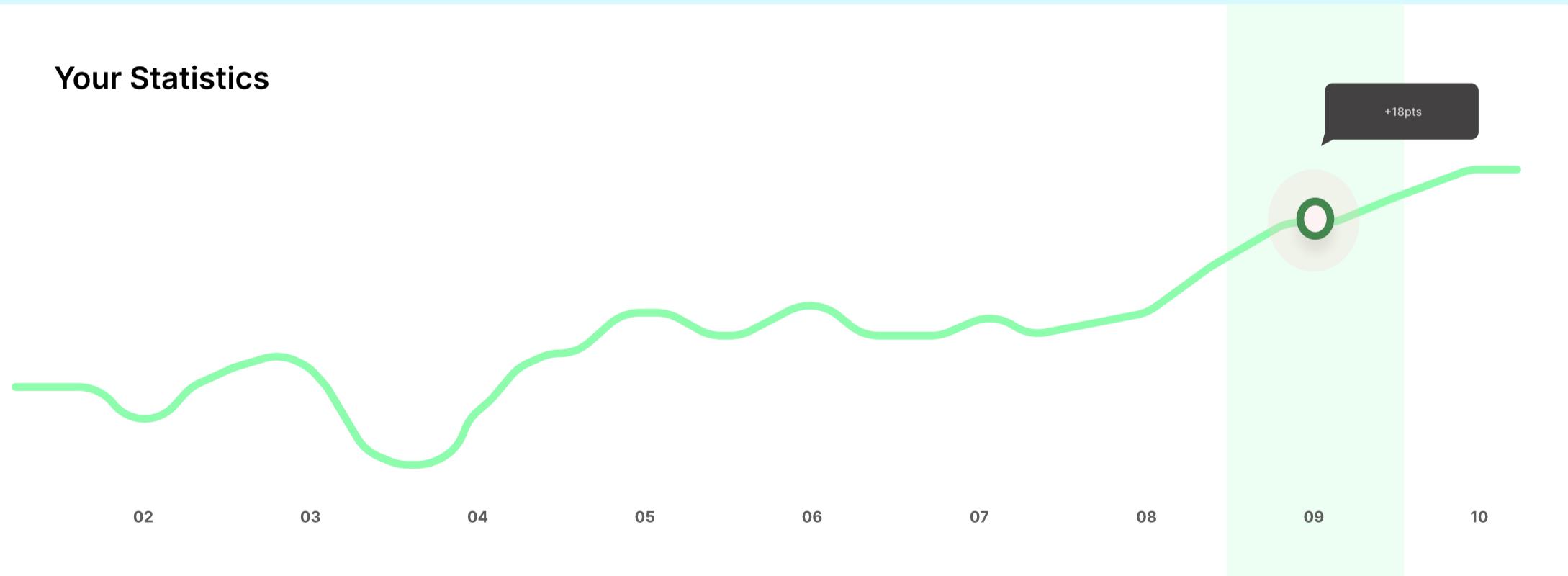
Welcome, kata coder!



Your Badges:



Your Statistics



Notifications

My Tournaments

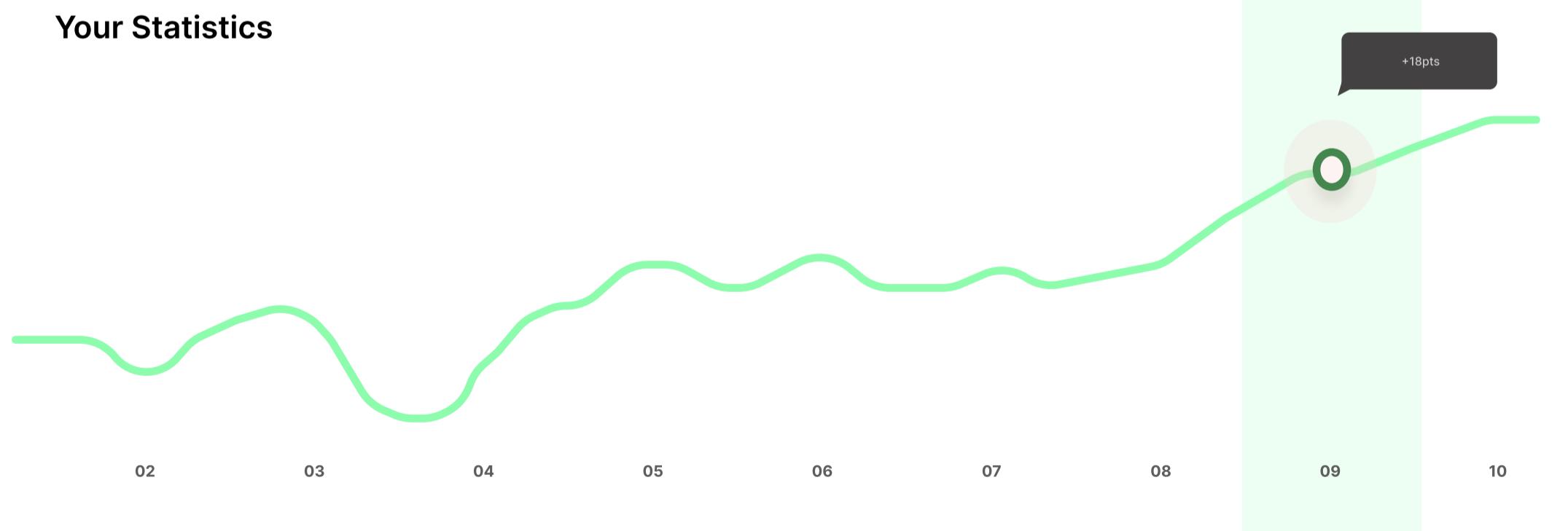
Join Tournament



Welcome, prof!



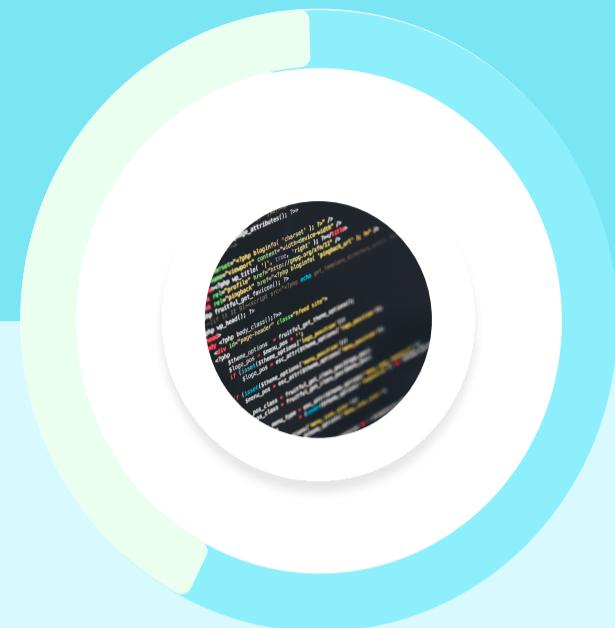
Your Statistics



My Tournaments

New Battle

New Tournament



New Tournament



Name:

|

Description:

Type here a description of the tournament...

Registration By:

MM/YY/XXXX

Define badges





New Battle



Name: |

Description: Type here a description of the battle...

Registration By: MM/YY/YYYY

Submission By: MM/YY/YYYY

Upload build scripts

Upload test cases

Max students per team:

Min students per team:

Consolidation stage:



Evaluation Criteria:





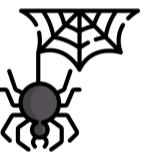
Tournament Hello World

[Join Tournament](#)

Join a battle:

Spider Attack

This challenge is inspired from Harry Potter and it consists in...



Mathematical Teaser

Math doesn't necessarily have to be boring, and this coding challenge should demonstrate that...

Crystals Everywhere

Suppose you want to write a computer program that calculates...

My Battles

-
-
-
-

Tournament Ranking



1.

2.

3.

-
-
-
-
-



Join a New tournament!

Select your tournament

CodeCraft

This tournament is designed for...

Algorithm Arena

This tournament is designed for...

HackMaster Series

This tournament is designed for...

ByteBattles Championship

This tournament is designed for...

CodeMasters Clash

This tournament is designed for...

CodeSprint Showdown

This tournament is designed for...



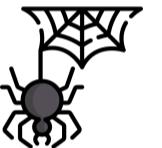
Battle Spider Attack

[Join Battle](#)

Battle description

Spider Attack

This challenge is inspired from Harry Potter and it consists in implementing a simple program that models the movement and behavior of spiders. The spiders should move randomly within a defined space, and the program should detect when two spiders collide.



Spiders should move one step at a time in random directions (up, down, left, right).

Implement a collision detection mechanism to identify when two spiders occupy the same position in the virtual space. When a collision occurs, print a message indicating the collision.

Allow spiders to have attributes such as speed and size. Adjust the movement and collision detection logic based on these attributes.

Your Scores

Battle Ranking



1.



2.



3.



Notifications for you...

My notifications

Join the battle with Marcus

Hello, I'm Marcus, do you want to join the battle with me?

Algorithm Arena

New tournament for you!

HackMaster Series

Check out this new battle!

ByteBattles Championship

New tournament just created!

GitHub Link for the battle SpiderAttack

This is your link to the remote GitHub repository, Have fun!

CodeSprint Showdown

This tournament is designed for you, join now!



In Which tournament Would you like to create the battle?

Select your tournament

CodeCraft

This tournament is designed for...

Algorithm Arena

This tournament is designed for...

HackMaster Series

This tournament is designed for...

ByteBattles Championship

This tournament is designed for...

CodeMasters Clash

This tournament is designed for...

CodeSprint Showdown

This tournament is designed for...