

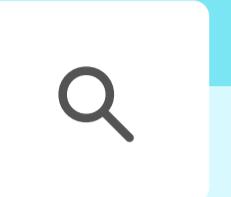
# CodeKataBattle

Challenge yourself With kata battles

Login Through GitHub



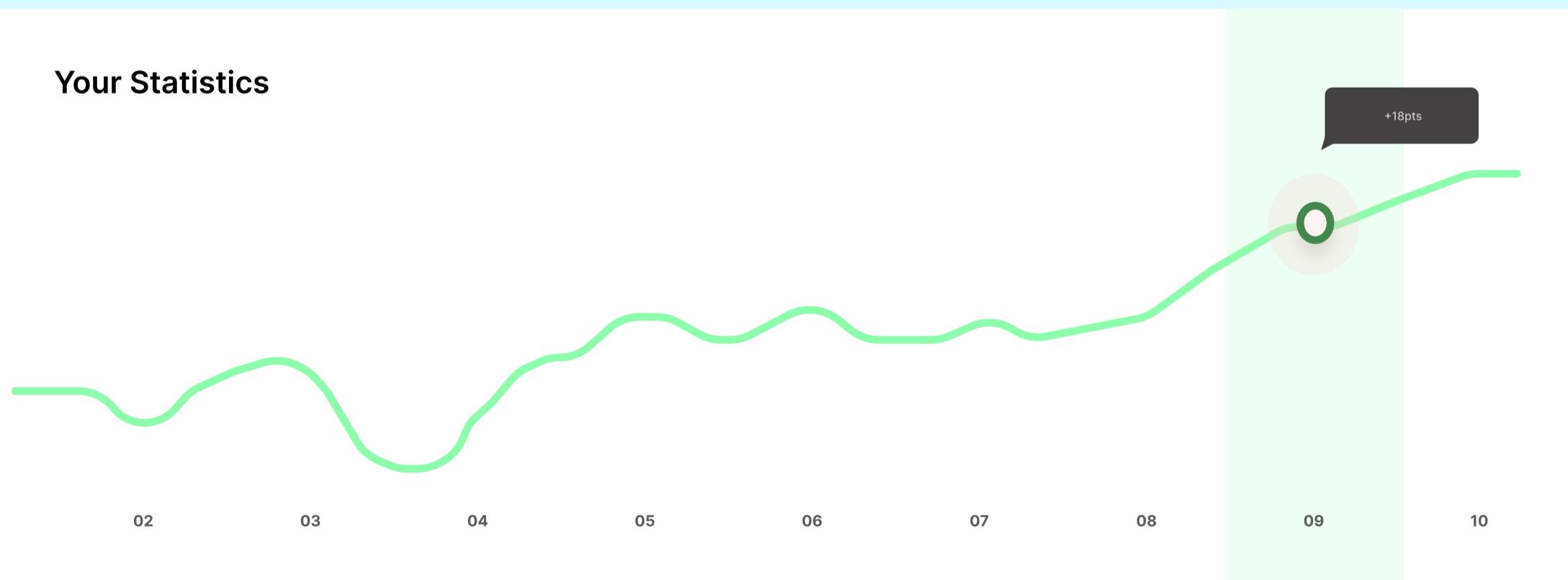
# Welcome, kata coder!



## Your Badges:



### Your Statistics



Notifications

My Tournaments

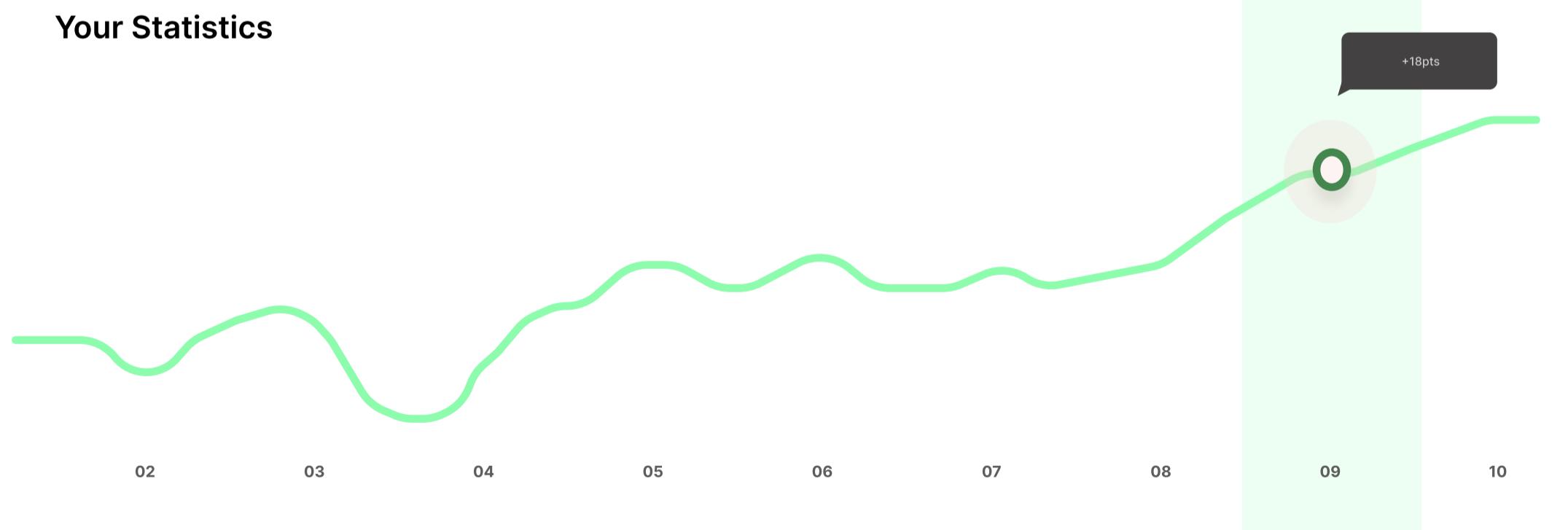
Join Tournament



# 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:





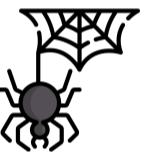
# Tournament Hello World

[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...*



# Define Badges

Title:

|

Select Icon

Rules:

Select Variable



Select Variable

