CODE FOR AVATAR

```
;Kata: 1      Table: Avatar      Fleet 12/26 Wed
#lang ts-camp-jam-1

(battle-arena-game
 #:avatar (custom-avatar))
```

```
;Kata: 2      Table: Avatar      Fleet 12/26 Wed
#lang ts-camp-jam-1

(battle-arena-game
 #:avatar (custom-avatar #:sprite (circle 30 'solid 'red)))
```

```
;Kata: 3      Table: Avatar      Fleet 12/26 Wed
#lang ts-camp-jam-1

(define (my-avatar)
  (custom-avatar #:sprite 🧍 ))

(battle-arena-game
 #:avatar (my-avatar))
```

CODE FOR SWORD

```
;Kata: 1      Table: Sword      Fleet 12/26 Wed
#lang ts-camp-jam-1

(battle-arena-game
 #:weapon-list (list (custom-weapon #:name   "Sword"
                                    #:sprite SWORD-ICON
                                    #:dart   (sword))))
```