Innovation Games 2023: High School Codecraft Computer Programming Competition (CCPC) Guidelines

CCPC Overview

There are 3 divisions by grade level; elementary, middle, and high school. Each student competitor may choose, with guidance from their teacher, coach, or mentor, the competition category in which they wish to compete.

Division	Category
Elementary	Scratch "Champions of Change"
Middle School	Web "Champions of Change"
High School	Python "Tic-Tac-Toe"

High School Tic-Tac-Toe projects will be written using the Python programming language in [Codecraft Works' Tic-Tac-Toe editor](#).

2021 - 2022 General Competition Rules

1. The competition is open to elementary (grades 4 - 6), middle (grades 7 - 8), and high school (grades 9 - 12) students.

2. To be considered, competition entries **MUST** be submitted via the category's corresponding Program page **NO LATER** than 4 pm on October 27, 2023**.** The project submission button will be accessible through each program beginning on **October 23, 2023**. **See the "Project Submission Instructions" section for more information.**

3. The competition organizers reserve the right to disqualify any entry based on inappropriate or copyrighted content and any entries which do not adhere to the competition rules and guidelines.

4. When an entry is submitted, permission is granted to the organizers of the competition to make unrestricted use of the entry in the future for publicity or educational purposes.

5. Projects can be created by a single student creator or team of up to 2 students working together.

6. Entries **must be ORIGINAL works created by the team or individual** submitting the entry.

Join the Program For Your Category

Students must join the appropriate program on [Codecraft Works' platform](#) to submit their project entries and gain access to resources. **Please join the program using the instructions below before working on your project.** This is especially important for students competing in the Python Tic-Tac-Toe category.

Division	Category
High School	Python Tic-Tac-Toe
Program Code	**hdpt23**

1. Students (and coaches) will visit [CodecraftWorks.com](#) and click the gold-colored "Get Started" button in the upper right hand corner of the site. This will take you to the login page.

2. To create an account or log into the site, students are encouraged to take advantage of single sign-on through their school email address so that they do not have to remember new passwords or access email accounts from school. Alternatively, they may log in by entering their email address for a sign-in prompt to be sent to the address of their choice. Signing into our platform for the first time will create the user's Codecraft account.

    a. **Note:** BPS student and workplace email accounts are backed by Microsoft (or Google) and can be used with the Microsoft (or Google) sign-in option on the Codecraft Works site. Of course, personal Google or Microsoft accounts will work too.

    Important! Whichever email address AND method (Microsoft, Google, or email w/magic link) you use to create your account is the same method you must use everytime you sign in.

3. Go to the Redeem Program Code page at app.codecraftworks.com/programs/redeem. Enter the **Program Code** shown in the table above into the "Program Code" field and click "Redeem". Be a bit patient if it takes a minute for the system to set you up the first time.

4. The student will be redirected to the program page, which has resources listed in the "Courses" section.

   a. Students must view the "Python Tic-Tac-Toe" course on the Program page. It explains how Player programs are expected to interact with Codecraft's Python editor. (Note: you must be logged in and enrolled in the program to view the attached course)

5. **To navigate back to the program after completing the first-time setup**, students will only need to log in using their email accounts and click the program tile under the "My Programs" tab on their Dashboard.

Project Submission Instructions

1. **Students will first need to make accounts on the Codecraft Works platform and join the program for their category, if they have not already.** Students can do this using the instructions in the "Join the Program for Your Category" section above.

2. Students will need to revisit their category's program on the Codecraft Works platform, which they should have registered for using the instructions in the last section. Students can navigate back to the program page by logging into their previously-used accounts at app.codecraftworks.com/login and clicking the program tile under the "My Programs" tab on their Dashboard.

3. The student will be redirected to the program page. **Beginning on October 23, 2023**, they should see the "Submit CCPC Project" button on this page. Click this button and fill in the requested information to submit the project. **Again, students must have registered with the program code and be logged in to see this button.**

4. All students must submit projects using their own Codecraft platform accounts. **Teachers should not be logged into the Codecraft platform for project submission; each student's account should be used to submit their own project**.

Judging

- Players' programs will be randomly matched against each other in a bracketed tournament. There will be multiple games of tic-tac-toe per matchup.

- The victor of a matchup will be whoever wins the most games. In the event of a draw, the Player that ran most efficiently (i.e. least amount of time to execute) will be the winner. Winners will advance through the bracket until there is a single Player left standing.

- "Player" matches will be run through our interface. (Details about the interface can be found in Codecraft's Tic-Tac-Toe program. **See the "Join the Program For Your Category" section above for help joining your program of choice.**)

- If a Player submits an invalid move, their turn will be skipped. If a single game lasts more than a certain amount of turns (in excess of 9), the Player that ran most efficiently will be the winner.

- If a Player program fails to submit a move, crashes, gets stuck in an infinite loop, or fails to compile, they will be disqualified.