SIMULATED ROBOT BATTLE

GENERAL DESCRIPTION

This contest consists of creating a virtual robot in the program Robot Arena DSL 2.2, to fight against another robot programmed by another person, in a combat area or arena.

TYPE OF COMPETITION

The official program valid for the event to be used in the competition is the Robot Arena DSL 2.2, modified by COPOL Robotics Competition Steel Challenge, already available on the event page or at the following address:

https://drive.google.com/open?id=1QDq0fg7IZGxVzOR1T-KjR4jQzwBONSSV

The robots will fight against each other, one against the other, according to the group that corresponds to them.

The groups will consist of three or four robots (depending on the number of participants).

Each round will be fought in an arena, the same for all the groups, so that they are on equal terms.

The top finishers in each group will qualify, regardless of their battle score.

These robots will battle in elimination rounds:

● Quarterfinals
● Semifinals
● 3rd and 4th places
● Final

In each round, two robots will fight in two different arenas, which will be defined equally for each elimination round.

The robot with more points in the overall of the two fights will pass the elimination round.

The draw for the bouts and the design of the competition scheme will be made by the COPOL Robotics Competition Organization.

In case the organization and judges so indicate, the game mode will change from group stage to direct elimination, this will be announced prior to the start of the competition.

The bouts will be launched one at a time, and a Robot Arena DSL 2.2 playoff will not be created.

RULES FOR PARTICIPATION

1) Participants in this category will be all persons who have a registered robot.

2) Participants in the competition will submit one robot per person, which must be designed and created during the construction period established in the schedule.

3) Any robot submitted after the deadline, or modifications of any kind after its registration has been approved and homologated, will not be accepted.

4) In the event of problems occurring during the competition, or serious errors in the program that prevent it from continuing, the match in progress at that moment will be aborted and invalidated. Afterwards, the fight will be restarted in the same arena and between the same robots.

5) If the chosen arena causes serious problems, another arena will be chosen in its place. If any combat had been performed in this arena, they will be considered valid.

6) Any robot that does not work will be automatically eliminated from the competition.

7) The organization reserves the right to extend the deadline for submission of robots if deemed necessary.

CHARACTERISTICS OF THE ROBOT WORK AREA

The features determined for the battle simulation will be the latest version of ROBOT ARENA DSL 2.2 software (modified by COPOL Robotics Competition), in which the contestants will have to adapt to the game environment using the downloadable version that will be provided.

APPROVAL

The judges will verify that the technical and software specifications of the implemented robot are satisfactorily met. No codes or cheats will be accepted.

JUDGES

I. The figure of the judge is important in the competition; the judge will be in charge of ensuring compliance with the rules and regulations established by the organizing committee in these rules that will be socialized with all participants.

II. The judges for this competition will be designated by the Organizing Committee.

III. Participants may present their objections to the judge in charge of the category before the end of the competition.

IV. In case of doubt in the application of the rules, the judge will always have the last word.

V. In case of controversy with the decision of the judge or judges, a written objection may be presented to the Council of Judges, once the competition is over, the arguments presented will be evaluated and a decision will be made. This decision is not subject to appeal.