

# Creativity Task: Submarine

Joël Mathys & Benjamin Schmid

Swiss Olympiad in Informatics

January 7, 2017

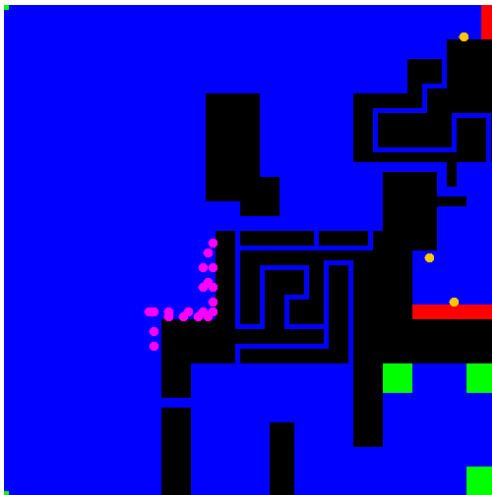
# Creativity Task: Submarine



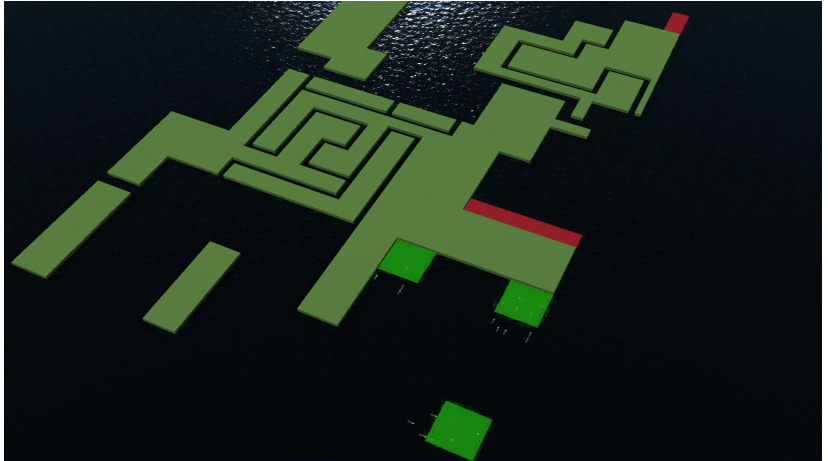
- Mouse Stofl produces cheese
- Delivers to remote places using ships
- Mouse Joël doesn't like this
- Bought submarines to deep-six cheese shipments
- Control ships or submarines

- One player controls ships and other controls submarines
- Players take turn
- Submarine can attack or move
- Ships can only move
- Each vessel does one action per turn
- Submarines can see ships in a given radius
- Ships see a submarine only if they are attacked by it
- Ships sink immediately on attack

# Visualization

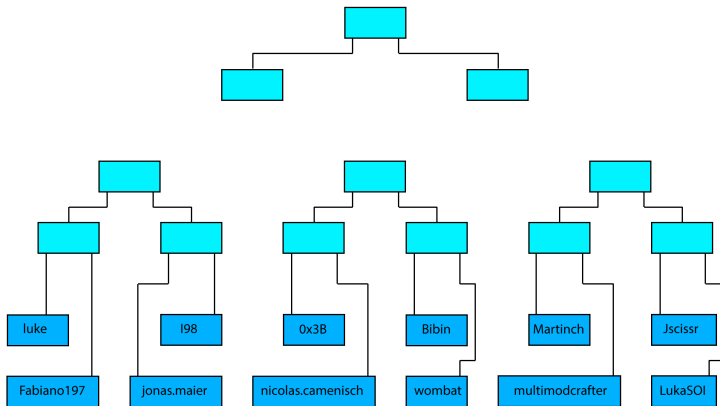


# Visualization



- 12 Players: Qualification Bo1
- 6 Players: Quarterfinal Bo1
- 3 Players: Semifinal all against all
- 2 Players: Final Bo3
- Prizes for best ship and best submarine

# Tournament





## Tournament



- 1 Jan Schär (Jscissr)
- 2 Ian Boschung (I98)
- 3 Jonathan Hauenstein (wombat)
- 4 Nicolas Camenisch (nicolas.camenisch)
- 5 Luke Stampfli (luke)
- 6 Robin Hänni (multimodcrafter)
- 7 Bibin Muttappillil (Bibin)
- 8 Martin Chikov (Martinch)
- 9 Fabian Haller (Fabiano197)
- 10 Nicola Uetz (0x3B)
- 11 Jonas Maier (jonas.maier)
- 12 Lukas Hauser (LukaSOI)

**Best ship** Jan Schär (Jscissr)

**Best submarine** Ian Boschung (I98)