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www.csgames.org

GAMES

MCGILL UNIVERSITY, MONTREAL

MARCH 9 - 11

2007

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CS GAMES 2007

Tired of Usenet, IRC, email and message boards? Going through "déjà vu" in the classroom, and need to get some air? Want to meet some real people with real talents who actually understand your language? Here's your chance to prove you have the skills to pay the bills by competing in the Fifth Edition of the **Computer Science Games!**

WHAT ARE THE CS GAMES?

CS Games are an inter-university competition involving Computer Science, Computer Engineering and Software Engineering students from across North America. For an entire weekend, you will be challenged both individually and cooperatively in a medley of interdisciplinary competitions targeted at students of any undergraduate year, including first years!

It's not about your IQ. Nor is it about your hacking talents or how you own everyone at gaming. It's not about being resourceful in a different environment or being able to work with gurus from across the continent. It's about ALL of the above, and more importantly, it's about having a great time in a great city! So read on and find out how to join in!

WHEN AND WHERE?

CS Games are coming home, and they are better than ever! After leaving McGill University for a couple of years, the CS Games are coming back to our campus, at the heart of the dynamic city of Montreal. It's your opportunity to meet fellow students and future co-workers and have a chance to win superb prizes! It will all go down at:

McGill University, Montréal
Lorne M. Trottier Building
3630 University Street
March 9th to 11th, 2007

Every year, CS Games get bigger and bigger. This year we are excited to continue the trend and set a record for the biggest CS Games of them all. So gather some buddies and sign-up before it's too late!

WHAT HAPPENED LAST TIME?

The École de Technologie Supérieure (ÉTS) in Montréal, Québec, was the host to 313 students at the fourth edition of the CS Games competition. Hailing from over 24 universities across both Canada and the United States, they took part in a competition that went right down to the wire, and where the final standings weren't known till the last event ended. A team from University of Rochester ultimately prevailed, with a good 5 points lead over the other competition. Want more score details? Visit the *last year* section on our web site at www.cs.games.org.

GET IN ON THE RIDE

To sign up, all you need is a team of 7 to 10 **undergraduate** (*ID will be required and checked upon on-site registration of your team*) students from your university. Note that a minimum of 8 students is strongly encouraged; otherwise you may not be able to field full teams for each competition. Mixed teams of Computer Science, Engineering, and/or Math students are allowed and strongly encouraged to tackle the diverse spectrum of events. Bear in mind that some competitions mix teams from different universities, so being able to mingle with people and collaborate effectively with them will be a benefit.

Registration is done online at the CS Games website. You will need to select a captain to represent your team and choose a name for your delegation to be remembered by (geekiness allowed and encouraged).

Important: *Due to our infrastructure's limitations, we reserve the right to close registration early if our maximum capacity is reached. Note that once registered, you may change any information related to your team (including members, captain, etc) and you do not need to make a payment immediately. However, priority is given to teams who have paid their fees, and registration will only be made official once payment is received. Therefore early registration and payment is STRONGLY RECOMMENDED.*

TO REGISTER:

http://www.csgames.org/2007/register_basic.php

EVERYONE IS WELCOME!

Each team is allowed to bring guests, whether a professor, your departmental chairperson, your mom, or your long-lost relative. Guests must register as a competitor in order to benefit from our hotel accommodations and meal plan. The fees are the same as for regular participants (including the early-bird registration special!); however, guests are strictly NOT allowed to participate in any competition, including the daily challenges. Teams who neglect to follow this rule may be disqualified from the competitions.

REGISTRATION FEES

Your registration fee includes all meals from Friday evening to Sunday evening (2 breakfasts, 2 lunches, and 2 dinners), Friday and Saturday night accommodations at the four-star Delta Hotel, not to mention the absolutely show-stopping closing ceremonies on Sunday evening. You also get a free official CS Games 2007 T-shirt and mug, and the chance to win prizes in the CS Games Raffle. All this for the ridiculously low tune of:

\$130 CAD per person for the entire weekend

If you register AND make your payment by December 15 2006, you can take advantage of our early-bird rate, which is:

\$100 CAD per person for the entire weekend

Since you are hard-working students, with the lifestyles and budgets to match, your registration fee includes all taxes. However, transportation to, from and within Montreal is NOT included (and this is all the fine print there is). Also, should you require booking additional rooms at the hotel, or extend the booking for more nights, we'd be happy to take care of it for you!

IMPORTANT DATES

- December 15, 2006** Early Registration and payment deadline.
- February 1, 2007** Regular registration and payment deadline.
- February 2007** Registered participants will receive a more complete Travel Package, including a more detailed schedule, accommodation details and travel directions.

FLASH OUT CONTEST

So you want to leave your mark at CS Games 2007 or intimidate other teams from the very beginning? The "Flash Out" contest consists of preparing a short video, animation or slide-show (30-60 seconds long) presenting your team. It will be placed on the CS Games official web site and will also be shown during the event.

Why should you do this instead of that big term project? If fame and recognition are not enough, note that the video or animation will be worth participation points which count in your overall standing. Files should be compressed to a reasonable size for the web and should be submitted in a widely used format such as QuickTime, DivX/mpeg4, or Flash. You may submit it via our website once you've registered. Note that we require a minimum degree of quality in any submission, generally defined as "*you won't be ashamed of your submission should you present it to 200 people*".

TENTATIVE SCHEDULE

Here is a draft of the weekend schedule. Note that competition timing might change, but this will give you the important information regarding the beginning and the end of the CS Games 2007. On-site registration will begin at 1pm on Friday and everyone is expected to have arrived by 5pm. The event will end around 5pm on Sunday.

CS Games 2007 - March 9, 10, 11 2007

| | Friday March 9th | Saturday March 10th | Sunday March 11th | |
|-------|---|---|--|------------------|
| 8:00 | | Breakfast | Breakfast | 8:00 |
| 9:00 | | Scripting (2) Web Design (2) | LAN Gaming (2) Cryptography (2) Problem of the Day | 9:00 |
| 10:00 | | | | 10:00 |
| 11:00 | | | | 11:00 |
| 12:00 | | | | 12:00 |
| 13:00 | Team Registration | Lunch | Lunch & Award Ceremony | 13:00 |
| 14:00 | | AI (3) Scav. Hunt (2, mixed) Debugging (2) The Challenge | Group Game (mixed) | 14:00 |
| 15:00 | | | | 15:00 |
| 16:00 | | | | Closing Ceremony |
| 17:00 | Dinner & Opening Ceremonies | Dinner | | 17:00 |
| 18:00 | | | | 18:00 |
| 19:00 | Algorithms (1, mixed) Sports (2) AI (3) Problem of the Day (mixed) | Team Soft. Eng. (3) Surprise Competition | | 19:00 |
| 20:00 | | | | 20:00 |
| 21:00 | | | | 21:00 |
| 22:00 | In-House Party | Eagle-Eye: Problem of the Night | Montreal Night Life | 22:00 |
| 23:00 | | | | |
| ... | | | | ... |

The numbers in brackets indicate how many players from your team must participate in the competition. When no number is specified, this indicates that all players not partaking in another competition are expected to compete, and at least one is required. Events highlighted in blue represent mixed competitions where players from your team will be matched with players from another, and together you'll compete against other mixed teams.

COMPETITIONS

What would the CS Games be without any games? This year we have a cornucopia of events designed to give your skills the ultimate test. More details on the competitions, including operating systems and programming languages allowed, are available on the web site at www.cs.games.org. **Note that all our competition machines feature a Linux development environment.**

Algorithms

Before the advent of computer technology, scientists used a material made of organic wood fibres for their work. This material, commonly called paper, offered the necessities for making breakthrough achievements in theoretical fields. You will have to define algorithms on paper, to prove that some of them are flawed and to improve on the inefficient ones. Difficulty level will range from beginners to I-just-defended-my-PhD-and-I-still-can't-solve-this-one. Warning: this competition is not NP-Complete, all players are expected to finish in $O(n)$ time. If it is exponentially improbable that you understand and solve these questions, pick that CLR up right now and start studying!

A.I.

This one is a CS Games classic event, and most probably the biggest challenge your team will have to face, so pick your players carefully! The goal of the competition is to build an artificial intelligence that will be able to fight, and win, against other players. Seems easy enough, right? But ask yourself this: will you be able to give enough of your intelligence to a computer for it to be capable to win against every opponent team's A.I.? It'll definitely be an unforgettable experience! *Note: the competition is split into 2 sessions, on 2 different days, giving you more time to work your intelligence, and build something unbeatable.*

Scripting

Usually, scripting is considered as a tool that permits to automate a simple task quickly. If you're a guru, and know how to use it inside and out, scripting will give you an endless array of possibilities. This year, innovation is the law.

Problem of the Day & The Challenge

Here's something to keep you occupied when you're not participating in any of the scheduled competitions. The problem of the day, as the name indicates, is a problem, and your team-mates must solve it in order to gain extra points! The Challenge is a set of such gruelling questions. Time will be

Eagle-Eye Problem of the Night

This one will keep one (or maybe a few) of you up all night...

Sports

What will it be this year? Soccer? Basketball? Perhaps rugby? Or maybe we've been thinking outside the box a little... That's one mystery that will soon be unveiled! *Note:* Batteries not included. Must be 18 or older. No purchase necessary. Some restrictions may apply. Humour and sportsmanship required.

Web Design

These days, whether you like it or not, the web has become you're new best friend. Web pages are everywhere, you just can't avoid them! Whether you're presenting a product, or displaying some data, you've got to build them or use them. Are you a programmer with strong logic, or a creative artist? We have a challenge for you all! This competition will require teamwork between the two in order to create an elegant and functional web site.

Scavenger Hunt

The classic of classics! Scavenger Hunt is the one event that gives us the opportunity to blend the universities, and have them work collaboratively to win! Take it as a lesson on how important it is to integrate in a work environment, or take it as a chance to run around Montreal and have some fun! Creativity is a must. Bring along your imagination, but please leave your serious game face at the hotel!

Debugging

Trying to debug a program that's been written by someone else is always a complicated and tricky chore. Let's face it, we all hate it, and it's just bad. Well - this will be worse! Take a fully-functional program and introduce sneaky bugs and nasty errors in it, and voila! You get your worst debugging nightmare! You'll be given 2 hours only to develop tactics that will help you find the bugs, and fix them. Is debugging your fetish? Then let's see what you are made of!

Team Software Engineering

Has team work ever been anything but complicated? You have to plan, design, divide the work, do your share and finally merge everything into one big product. You really need to be organized for this, but most importantly, you need communication, communication, communication! Let's just say that you won't be able to communicate during this competition. Which team will be better at delegating the tasks while respecting all the requirements? Who

has the mad organizational skills for the challenge? And who will crack under pressure?

Surprise Competition

It wouldn't be a surprise, now would it, if we told you about it? You'll just have to be patient for now.

LAN Gaming

Computers are not only designed for academic use, developing software or surfing the web. And CS Games aren't just about using your brain power to solve intricate problems. Both are also designed for some play-time! There will be some classics, but we've come up with something a little more... interesting.

Cryptography

An encrypted message, a series of hints. Can you crack the code and unravel the mystery? It's a race against time to discover the cypher used and the key.

Group Game

Improvisation skills? Public speaking? Stand-up comedy? Acting? Not the usual skills found on a techie's resume. Still, CS Games are always pushing for more open-minded and social computer scientists: this competition will separate the brave from the timid in a public appearance before all participants!

ParticipAction

We need you to show us your enthusiasm and team spirit! We want to hear your university cheer! We want to see you taking initiative, and we want to see you having fun! We like to call it ParticipAction! This is not a competition per say, but you will be graded it on it. Be it through your attendance in parties, good humour, or super funky hats you specially designed for your team to wear at CS Games, we want to see your motivation! Don't forget that your flash-out video counts towards your ParticipAction grade!

QUESTIONS? CONTACT US:

info@csgames.org