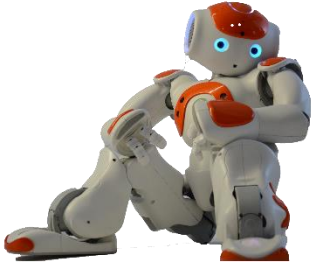


The Great Computer Challenge, 2026

Visual Programming, Level 2

Background: “Rescue the Lost Robot”

Class, we have a problem. A robot has crash-landed in a dangerous maze. There are moving obstacles. There are energy coins. And it needs YOUR coding skills to survive.



Today, you are game designers. You must build a playable game.

By the end of the challenge, your game must:

- Move with arrow keys
- Have at least one obstacle
- Have a goal
- Show a win message
- Have a Score
- Bonus: Add score, sound, or a timer!



Challenge Guidelines & Requirements

Step 1: Students create a simple interactive game where a robot must:

- Move across the screen
- Avoid obstacles
- Collect items
- Reach a goal

Step 2: Add obstacles and losing condition.

Add:

- Moving obstacle
- If robot touches obstacle → say “Try again” and go to start

Step 3: Add scoring + collectibles.

Add:

- Coins to collect
- Variable called “Score”
- When touching coin → +1
- Win when score = 5

If you finish early:

- Add a timer
- Add levels
- Add sound effects
- Design their own story (space, jungle, underwater)
- Add animation

Judging Criteria

The program is executable, it runs and creates an attractive output with all the requirements: movement, game logic, score, and creativity.

***Have fun and thank you for participating in the
Great Computer Challenge, 2026!***