Coding Cup - Answer Key

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Answer Keys

Basic Training Module 4 Solution - Get Moving!

- **on turn**
- **move to** Ball

Basic Training Module 5 Solution - Shoot It!

- **on turn**
- **shoot**

Basic Training Module 7 Solution - Make a Decision

- **on turn**
  - **if** I have the ball **then**
  - **shoot**
  - **else**
  - **move to** Ball

Basic Training Module 8 Solution - Pass It!

- **on turn**
- **pass to** Nearest Teammate

Basic Training Module 9 Solution - Get a Clear Shot

- **on turn**
  - **if** can kick reach Nearest Teammate **then**
  - **pass to** Nearest Teammate
  - **else**
  - **move to** Center
Basic Training Module 10 Solution - Put It All Together

on turn

if I have the ball then
  if can kick reach Nearest Teammate then
    pass to Nearest Teammate
  else
    move to Center
else
  move to Ball

Basic Training Module 12 Solution - Up and Down

on turn

if Ball is above Self then
  move to direction Up
else if Ball is below Self then
  move to direction Down
else
  // Don't worry about adding code here for now
Basic Training Module 13 Solution - Pass Upfield

on turn
if I have the ball then
pass to Nearest Teammate
else if Ball is above Self then
move to direction Up
else if Ball is below Self then
move to direction Down
else
// Don't worry about adding code here for now

Strategy Training Module 2 Solution - Find Your Shot

on turn
if I have the ball then
if can kick reach Opponent Goal then
kick towards Opponent Goal
else
move to direction Up
else
move to Ball
Strategy Training Module 3 Solution - Get Open

on turn
if I have the ball then
if I can kick reach Opponent Goal then
kick towards Opponent Goal
else
move to direction Up
else if Any Teammate has Ball then
move to Open Position
else
move to Ball

Strategy Training Module 5 Solution - Hustle

on turn
if I have the ball then
if I can kick reach Opponent Goal then
kick towards Opponent Goal
else
move to direction Up
else if Any Teammate has Ball then
move to Open Position
else if I can sprint then
sprint to Ball
else
move to Ball
Strategy Training Module 7 Solution - Steal It!

on turn
if I can tackle then
tackle
else move to Ball

Strategy Training Module 8 Solution - Tackle Time

on turn
if I have the ball then
if I can kick reach Nearest Teammate then
pass to Nearest Teammate
else move to Center
else if I can tackle then
tackle
else move to Ball
Strategy Training Module 10 Solution - Pass to Striker

- on turn
- if I have the ball then
  - if I can kick reach teammate then
    - pass to teammate
  - else
    - move to Center
- else

- if I can tackle then
  - tackle
- else
  - move to Ball

Strategy Training Module 12 Solution - Defend the Goal

- on turn
- if I have the ball then
  - pass to Nearest Teammate
- else if distance from Self to Ball < 3 and can sprint then
  - sprint to Ball
- else if Ball is above Self then
  - move to direction Up
- else if Ball is below Self then
  - move to direction Down
- else

// Don't worry about adding code here for now
on turn
    if I have the ball then
        pass to Nearest Teammate
    else if distance from Self to Ball < 3 and can sprint then
        sprint to Ball
    else if Ball is above Self then
        move to direction Up
    else if Ball is below Self then
        move to direction Down
    else
        move to Team Goal