

CYHAWK FINAL PLAY

TIME: 2.5 hours

There is only 1 second left on the clock in this year's CyHawk football game, and the score is all tied up 17-17. Currently Iowa State has the ball and is looking to score, but it is up to you to decide the actual winner!

The goal of this challenge is to take the static football scene we have provided for you and conceptually diagram and then program a final play that leads to either Iowa State or Iowa winning the game. We've made some simplifying assumptions that you can choose to adjust:

1. The game will not end in a tie or go to overtime.
2. Less than a full 11-person football squad is represented in the scene.
3. There won't be any game-extending penalties; in other words focus on creating a single exciting play.

Things to Keep in Mind

- You will be evaluated based on how **exciting** the finish is [20 points]
- Both teams should adhere to the established **rules** of football (e.g. 1 forward pass per offensive play, the play ends when the player with the ball goes out of bounds). If you're unsure about these rules, you can ask one of the contest judges for clarification. [10 points]
- Similar to the previous challenges, your programs will also be evaluated for **completeness** (example: is there a working scoreboard?), **originality** (keep in mind the ball can be turned over several times in one play!), **timeliness** (submitted on time), and **documentation** (well documented either through code comments or written notes). [20 points]