



Orange Digital Center **Champions 2025**

- Official Rules -

1. Organization of the ODC Champions 2025 Competition

Orange Middle East and Africa, a public limited company with a share capital of €1,391,185,791.36, registered with the Nanterre Trade and Companies Register under number 307 299 248, headquartered at 111 Quai du Président Roosevelt, 92130 Issy-les-Moulineaux (hereinafter “Orange MEA”), is organizing, in partnership with CodinGame, the “**ODC Champions 2025**” Competition within the **Orange Digital Center**¹ network across **14 countries**² in the Africa and Middle East region

The ODC Champions 2025 Competition will take **place online**, in accordance with the conditions described in these Rules and those related to the use of the CodinGame platform, and will consist of four (4) successive phases on the **CodinGame** platform. (www.codingame.com).

2. CodinGame Platform

CodinGame is an online gamified programming platform that offers online coding competitions where programmers and developers from around the world challenge themselves for fun or to showcase their skills. Its purpose is to enable any developer—regardless of their education or professional background—to improve and strengthen their programming abilities.

¹ The Orange Digital Centers are an ecosystem of centers dedicated to support and digital skills development, free of charge and accessible to everyone.

They bring together in one place the various tools for support and innovation, enabling the guidance, training, and mentoring of young people and innovators to enhance their employability and prepare them for the jobs of tomorrow (AI, Cybersecurity, etc.), or to encourage them to become digital entrepreneurs.

These centers gather a set of free and open programs ranging from youth digital training to startup acceleration, including project holders support and investment opportunities. Concretely, they include a Coding School, a digital fabrication workshop (FabLab), a startup accelerator (Orange Fab), as well as a link with Orange Ventures, the Orange Group’s investment fund that invests in the most promising startups.

² Tunisia – Morocco – Senegal – DRC – Burkina Faso – Jordan – Madagascar – Botswana – Guinea – Liberia – Sierra Leone – Mali – Cameroon – Guinea-Bissau.

3. ODC Champions 2025 Competition Process

3.1 Competition Phases and Qualified Teams

The ODC Champions 2025 Competition consists of four (4) successive phases.

- **National Qualification Phase – “Optimization Coding Contest”**

- It will take place on 04/12/2025.
- There is no limit to the number of teams participating in the National Qualifications.
- Each team is ideally composed of 3 students (maximum: 4 students).
- Each team member must register on the CodinGame platform to participate in the ODC Champions 2025 Competition.
- In each country, only one team (the top-ranked team with the highest score) will qualify for the Quarter-Final phase. A total of 14 teams will be qualified at the end of the National Qualification phase.

Challenge:

Each team member may log in and submit code on behalf of their team. During submission, the old code will be overwritten if the new code achieves a better score (make sure you coordinate properly to avoid overwriting a teammate’s submission without their approval).

Score Calculation:

The score is calculated based on the sum of points obtained in the puzzle validators. In this game, the goal is to guide waves of astronauts to specific types of buildings. Each wave lasts 20 turns.

- Any astronaut reaching a target building before the end of the wave will earn up to 100 points:
 - For speed: 50 points, minus the number of turns needed to deliver the astronaut.
 - For population balancing: 50 points, minus the number of astronauts already stationed in the arrival module during the current lunar month. If this value is negative, the score will be set to 0.

The game features 12 different scenarios, each with an associated validator.

- These scenarios are the available test cases in the IDE.
- Validators are functionally identical test cases but with different values to prevent hardcoding solutions.

The total score is the sum of the points earned across all validators of the puzzle.

Note: Rankings are sorted first by completion, then by score. For example: a code that scores 200 points but only completes 80% of the scenarios will rank lower than a code that scores 150 points but completes 100% of the scenarios.

Schedule:

- Active session: 09:00 to 16:00 (GMT+1)
- Duration of the challenge: 6 hours per team

Results Announcement:

- Announcement of the qualified teams: 16:30 (GMT+1) on the Orange Digital Center MEA YouTube channel.
- Automatic email containing the full leaderboard will be sent to all teams at the end of the challenge and after the announcement of results.

Communication with Participating Teams:

- **D-1:** Email sent to participating teams: rules recap + detailed presentation of the challenge.
- **Day D, 08:00 (GMT+1):** Sending of the connection link to the participating teams (access to the CodinGame platform starting at 09:00 (GMT+1)).

- **Quarter-Final Phase – “AI Contest”**

- It will take place on 10/12/2025.
- At the end of this phase, the top 8 teams in the ranking with the highest scores will qualify for the Semi-Final phase.

Challenge:

Each team member may log in and submit code on behalf of their team. When a submission is made, the previous code is overwritten (make sure you coordinate properly to avoid overwriting a teammate’s submission without their approval).

Score Calculation:

The score follows the TrueSkill method, with greater variation upon code submission. The submission is then matched against other players’ submissions (a minimum of 100 comparisons) to refine the rating adjustment.

Schedule:

- Open session: 09:00 – 16:00 (GMT+1)
- Duration of the challenge: 6 hours per team

Results:

- Announcement of the qualified teams: 16:30 (GMT+1) on the Orange Digital Center MEA YouTube channel.
- Automatic email containing the full leaderboard will be sent to all teams at the end of the challenge and after the announcement of results.

Communication:

- **D-1:** Email sent to participating teams: rules recap + detailed presentation of the challenge.
- **Day D, 08:00 (GMT+1):** Sending of the connection link to the participating teams (access to the CodinGame platform starting at 09:00 (GMT+1)).

- **Semi-Final Phase – “Coding Escape”**

- It will take place on the morning of 11/12/2025.
- The top 4 teams in the ranking with the highest scores will qualify for the Final phase at the end of this stage.

Challenge:

Shared IDE: this allows team members to collaborate on code in real-time (co-editing and co-debugging).

Score Calculation:

The score is based on the time the team takes to solve the challenge. Penalties are applied for each hint used and for each incorrect answer on puzzles that carry a penalty.

Schedule:

- Open session: 09:00 – 12:00 (GMT+1)
- Duration of the challenge: 2 hours per team from the time of connection

Results:

- Announcement of finalists: 12:30 (GMT+1) on the Orange Digital Center MEA YouTube channel.
- Automatic email containing the full leaderboard will be sent to all teams at the end of the challenge and after the results announcement.

Communication:

- **D-1:** Email sent to participating teams: rules recap + detailed presentation of the challenge.
- **Day D, 08:00 (GMT+1):** Sending of the connection link to the participating teams (access to the CodinGame platform starting at 09:00 (GMT+1)).

- **Final Phase – “Clash of Code”**

- It will take place on the afternoon of 11/12/2025.
- The team ranked first with the highest score will win the competition.

Challenge:

IDEs are independent; the scores of all team members will be combined to determine the final ranking.

Score Calculation:

The score is based on the number of clashes solved and the rank achieved in each clash.

Schedule:

- Active session: 13:00 – 15:00 (GMT+1)
- Duration of the challenge: 2 hours per team from the time of connection

Results:

- Announcement of the winning team: 15:15 (GMT+1)
- Automatic email containing the full leaderboard will be sent to all teams at the end of the challenge and after the results announcement.

Communication:

- **D-1:** Email sent to participating teams: rules recap + detailed presentation of the challenge.
- **Day D, 12:45 (GMT+1):** Sending of the connection link to the participating teams (access to the CodinGame platform starting at 13:00 (GMT+1)).

3.2 Conditions de participation

The ODC Champions 2025 Competition is open to teams formed under the conditions described in these Rules, whose members are properly registered on the CodinGame platform.

To participate in the ODC Champions 2025 Competition, a participant simply needs to log in to the CodinGame site (the exact link will be provided to the teams) and follow the instructions displayed on the screen.

To participate in the ODC Champions 2025 Competition, teams must meet the following configuration requirements: have internet access, a stable internet connection, and a valid email address.

3.3 Participation Locations

The ODC Champions 2025 Competition will take place online from the following locations:

- **National Qualifications (December 4):** Unless an exemption is granted by the organizer, participation should take place from the teams' universities, with the option to move to the premises of the ODC or ODC Clubs (recommended).
- **Quarter-Final, Semi-Final, and Final Phases (December 10 and 11):** Unless an exemption is granted by the organizer, the qualified national team must travel to the ODC premises to participate in the remaining challenges.

3.4 Pre-Information Session with Team

An information session (in English and French), co-hosted with CodinGame, was held on December 1, 2025, with all registered teams to present the CodinGame platform, the Competition Rules, connection schedules, score calculation methods, and fraud detection procedures.

- **Call for English-speaking countries:** 11:30 – 12:15 (GMT+1)
- **Call for French-speaking countries:** 12:30 – 13:15 (GMT+1)

4. Rewards

At the end of the Final phase, the members of the three (3) teams ranked first, second, and third will be awarded a total of €20,000 in computer equipment, distributed as follows:

- **1st place:** computer equipment worth €10,000
- **2nd place:** computer equipment worth €6,000
- **3rd place:** computer equipment worth €4,000

5. Dispositions diverses

Use of Artificial Intelligence (AI)

The use of any artificial intelligence tools is strictly regulated according to the competition stages:

- Allowed during the National Qualifications (Optimization Coding Contest), Quarter-Finals (AI Contest), and Semi-Final (Coding Escape).
- Strictly prohibited during the Final (Clash of Code).

Code Sharing

Sharing code between teams, in any form, is strictly forbidden.

Respect for Schedule

Challenge schedules must be strictly respected. Any late connection will not extend the duration of the challenge.

Technical Incidents

In the event of a major technical incident, the organizers reserve the right to adapt the competition rules.

Exclusion / Sanction

Failure to comply with any of the provisions of these Rules may result in disqualification from the Competition and/or forfeiture of the right to any reward. The decision will be made unilaterally by Orange MEA.

Invalidity of a Provision

If one or more provisions of these rules are declared null or unenforceable, the remaining clauses will retain their full force and effect.

6. Personal Data

Personal data, such as email, first and last name, etc., processed in the context of this Competition, are collected and used primarily to manage the Competition, contact Participants, and keep a record of communications with them.

This information will also be used to produce internal statistics based on data that does not identify you individually. This purpose is based on the legitimate interest of Orange MEA and its subsidiaries to improve future editions of the Competition.

The recipients of personal data are: Orange MEA and its internal departments responsible for organizing the Competition; the Orange subsidiary in the participant's country where the National Qualifications phase takes place; and the partner CodinGame, whose platform is used for this Competition.

Personal data of participants in the Competition will be retained by Orange MEA and its respective subsidiaries for one (1) year from the completion of their application. After this period, the data will be deleted or anonymized.

Participants have the right to access, rectify, or delete information concerning them, which can be exercised upon simple written request addressed to the headquarters of Orange MEA.

Technical and organizational measures are taken in accordance with the rules, standards, and frameworks of the Orange Group regarding security and confidentiality, including when certain operations are carried out by third-party companies. These measures are appropriate considering the risk level of each processing activity. Furthermore, within the scope of their duties, employee awareness and vigilance contribute to the security and confidentiality of personal data.

7. Force majeure

The organizing company cannot be held responsible if, due to a case of force majeure or circumstances beyond its control, the Competition must be modified, shortened, or canceled. Orange MEA reserves the right, in all cases, to extend the participation period and to postpone any announced dates.

Force majeure refers to any insurmountable and irresistible event, resulting from a circumstance beyond the control of the parties, which consists of an event or series of events of a nature including, but not limited to, climatic, pandemic, bacteriological, military, political, or diplomatic events.

Any modification to the Rules will take effect from the date it is posted online, and any participant will be deemed to have accepted it by simply participating in the Competition from the effective date of the modification.

Any participant who does not accept the modification(s) must cease participating in the Competition.

No compensation may be claimed by participants, and the organizing company and its subsidiaries cannot be held liable in the event of force majeure.

8. Disputes

The Rules are exclusively governed by French law, regardless of any conflict-of-law provisions.

Any question regarding the application or interpretation of these Rules will be resolved solely by Orange MEA, whose decisions are final and binding.

Any dispute arising from the use of the CodinGame platform will be resolved in accordance with the platform's Terms of Use, available on the platform itself.

Any complaint or claim related to the Competition must be submitted in writing and sent to the headquarters of the organizing company.

Any translation of the Rules into another language is provided for informational purposes only; the French version of the Rules shall prevail.

No dispute will be admissible more than two (2) weeks after the conclusion of the Competition, marked by the awarding of prizes at the end of the Final phase.

9. Access to the Rules

The Rules are published online and can be viewed and printed by participants at the time of their registration on the CodinGame platform in order to participate in the ODC Champions 2025 Competition.