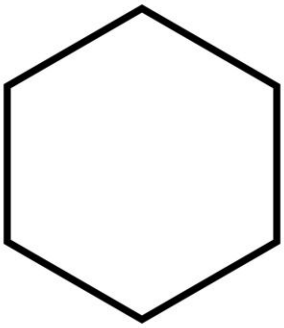
Competitor Guide

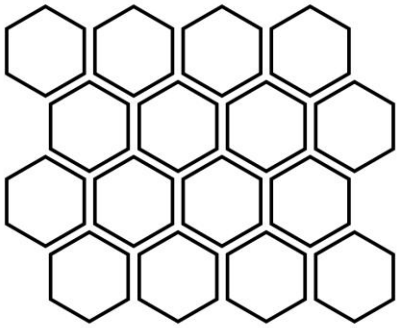
Hexagonal grid map

Definition of hexagonal grid:

1. Use a two-dimensional array grid[row][col] to store data;
2. Rows (row) increment from top to bottom, and columns (col) increment from left to right;
3. Parity rule: Define even rows (row % 2 == 0) as the reference rows, and shift odd rows (row % 2 == 1) as a whole to the right by half a grid width.

The game development content involving hexagonal grids in this competition task is shown in the figure below.





The scoring criteria for this competition primarily focus on the completeness of game logic and he smoothness of interaction. If you are unable to implement the hexagonal grid drawing at this time, you may directly use a square grid as a substitute, without having to spend time researching the drawing method of hexagons. However, this will result in a loss of points for the corresponding item.

