

Listed below are some benchmarks for scoring during the Haunted Code Chronicles. This is only a guide, since there are a lot of hidden prizes, and if you were to hit all of them, you would get a massively big score. Sometimes you get bonus points for using programming concepts like a function or a loop. A high score could be the result of gobbling lots of treats, or because a more sophisticated solution was used. Points alone won't necessarily tell the programming journey.

Mission 1 Front Porch	Point possibilities	Notes
Obj 10 - spiders	4 spiders = 100 5 spiders = 125 6 spiders = 1000	25 points per spider No additional points for shorter time
Obj 12 - rats	Brute force (no loops) = 494 A loop for each rat = 557 Loop through dictionary = 890	
Obj 13 - door dash	Move straight, 30% = 43 Move straight, 50% = 65 Move straight, full speed = 82	Higher score for shorter time <i>(Can get a higher score -98- by getting close to opening, not resetting, and running code again.)</i>

Mission 2 - Living Room	Point possibilities	Notes
Obj 1 - Hungry	CodeTrek code = 50	Can get a higher score for more than 1 popcorn
Obj 2 - popcorn snack	3 kernels, brute force = 80 3 kernels with function = 150	Kernels are worth different points, so the score can vary depending on which kernels are gobbled.
Obj 3 - dash across	CodeTrek code = 20-40	No points for function. Points vary depending on kernels munched.
Obj 6 - wait for it	CodeTrek code = 0 Adding user LED = 100	Points only awarded for adding the user LED on/off
Obj 7 - crossing the chasm with stealth	CodeTrek code = 20-40 Increase score by gobbling more popcorn.	No points for function.

Mission 3 - Kitchen	Point possibilities	Notes
Obj 2 - ghostly greeting	Individual LEDs = 0 Using binary = 100 Logical operator = 100	
Obj 3 - Bool to bits	Individual LEDs = 25 Single binary = 25 Using logical operator = 225	
Obj 4 - A ghastly hex	With hex and logical operator = 225	Best way is to use hex and logical operator

Obj 5 - Bool's jack-o-lantern	Three pumpkins with functions = around 725 - 975	The score for this objective can be just about anything. Points awarded for getting all pumpkins, taking less time, and eating treats.
Obj 6 - Escape the kitchen	Basic door dash, no function = 230 Basic door dash with function = 320	Higher score for taking time to eat more treats. The nanaimo bars are worth a lot of points.

Mission 4 - Hallway	Point possibilities	Notes
Obj 4 - on the trail	CodeTrek code with adjustments for speed and turn = range of 320-500	Score varies by trail and speed. Same code can be run multiple times and may get different scores.

Mission 5 - Library	Point possibilities	Notes
Obj 1 - hit the books	Basic turn and go = range 95-354	Same code works sometimes and not other times; faster times have higher score.
Obj 6 - ramp up	With if/else = 250 With if/elif/else = 350	No points for using a function or speed.

Mission 6 - Attic	Point possibilities	Notes
Obj 1 - Hasselhoff	Brute force = 77 With 2 for loops = 305 With 2 for loops & bitwise op = 588	Many possibilities for coding.
Obj 2 - Turing car	Brute force = 100 With function = 300 With function & list = 500	
Obj 3 - tour of trinkets	Bonus for function = 100	Points vary depending on the treats. Wide range for score.
Obj 4 - Morse code	Brute force = 50 With dictionary, function and iteration = 475	Many possible solutions, with point differentials
Obj 5 - ASCII escape	Brute force = 137 List and loop = 312 Function, list & loop = 579	