



Congratulations to the  
**WINNERS &  
FINALISTS  
OF THE CODING  
COMPETITION!!**

**FOBISIA CODING COMPETITION**





# KEYSTAGE 2 WINNER



## CHINNAPAT

REGENTS INTERNATIONAL SCHOOL PATTAYA

The protagonist in the game can click on the status bar on the left to use various skills. After that, an NPC called "Dummy" is also added.  
Very exciting!



## RUNNERS UP

DIANA

REGENTS INTERNATIONAL SCHOOL PATTAYA

ALICE

HARROW INTERNATIONAL SCHOOL BANGKOK

NINA

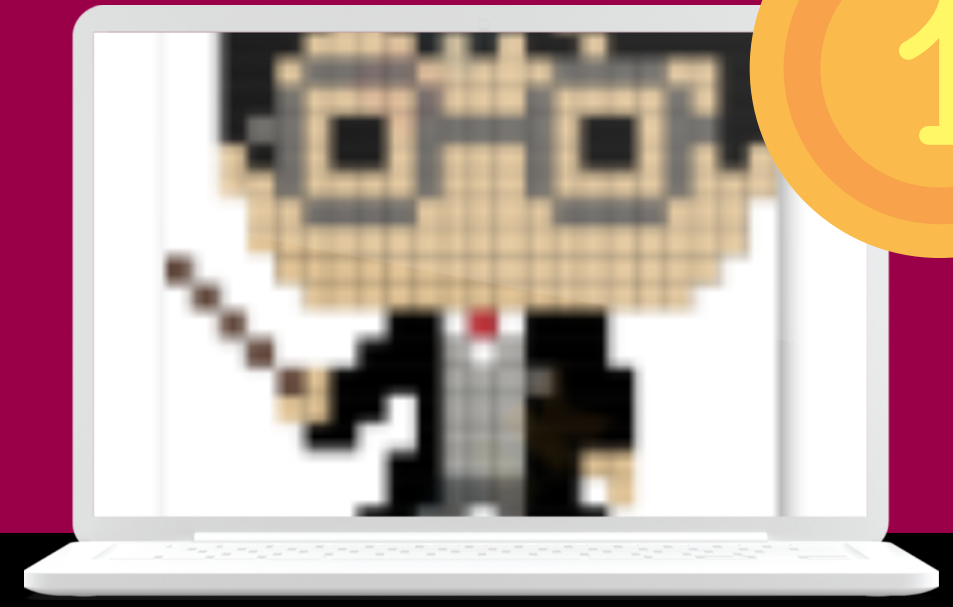
HARROW INTERNATIONAL SCHOOL BANGKOK

PIMM

HARROW INTERNATIONAL SCHOOL BANGKOK



# KEYSTAGE 3 WINNER



## KOTARO

### TRAILL INTERNATIONAL SCHOOL

The Spell Game. Wizard(player) moves up and down to use magic to kill the enemies. After the wizard(player) kills all the enemies there are Boss enemies charging to the Wizard.

## RUNNERS UP

### SALMON

BRITISH INTERNATIONAL SCHOOL PHUKET

### HUAIJIN (WILLIAM)

NORTH LONDON COLLEGIATE SCHOOL, JEJU

### JIWOO

NORTH LONDON COLLEGIATE SCHOOL, JEJU

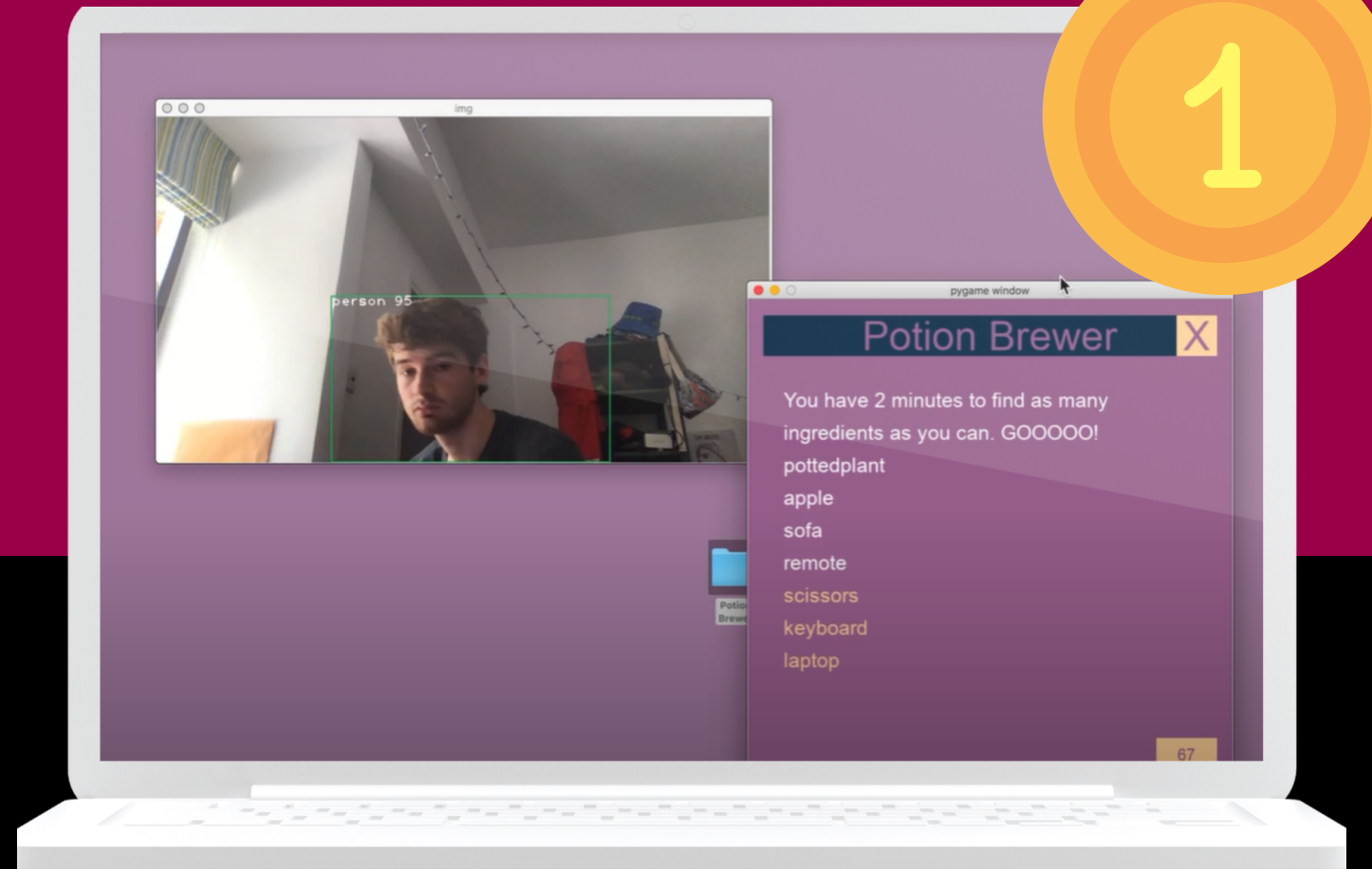
### AKIRA

REGENTS INTERNATIONAL SCHOOL PATTAYA





# KEYSTAGE 4/5 WINNER



## MATT

KELLETT SCHOOL, HONG KONG

The game consists of a Machine learning algorithm that allows the program to detect the item that user is holding. The user then must find items requested by the program to complete their potion.



## RUNNERS UP

## NATHAN

BRITISH INTERNATIONAL SCHOOL PHUKET

## NATHANAEL

EPSOM COLLEGE IN MALAYSIA

## JAKE

KELLETT SCHOOL, HONG KONG