

### ■ Game Process

1,Run the program in each computer. Including server-side and client-side.

2,According to the CPU, select the counts of threads in each computer.

2,Download the game maps and select the file paths of map to the program of server-side.

3,According to the maps in different size, we use the different strategy to find the answer. Even a map will be used not only by one strategy. But it only save the best in the last.

4,In the time, we will update the best answer to the web.

### ■ Distributed Computing

According to the game rule, every team can use two

computers. How to make full use of them is very important. We developed a easy distributed computing system.

### ■ Development Environment

Microsoft Visual Studio 2008 (.NET framework 2.0)

