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| **No.2** |

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| 問題分析 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 設計 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 実装 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 試用・トレーニング |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

1) 予定開発期間：2) 予定開発人数：  |
| **No.3** | 実現方法【パズル完成までのプロセス】 |
| 1) パズルのデジタルデータ化方法（追加情報を活用する場合はその旨記載） |
| 2) パズルの解法（追加情報を活用する場合はその旨記載） |
| 3) パズルの組み立て支援システム |
| 4) その他（独創的なところ） |
| **No.4** | 開発環境 |
| **全国高等専門学校 第28回プログラミングコンテスト：大島大会** |