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| **No.2** | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | ４月 | | | ５月 | | | ６月 | | | ７月 | | | ８月 | | | ９月 | | | １０月 | | | | 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** | |