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| 部　　　門 | **競　技　部　門** | No.1 登録番号 |  |

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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：５ヶ月2) 予定開発人数： |
| **No.3** | 実現方法 |
| 1) ボードを最終盤面にするアルゴリズム |
|  |
| 2) 不一致ピース・手数を少なくする工夫 |
|  |
| 3) その他（独創的なところ） |
|  |
| **No.4** | 開発環境 |
| **第35回 全国高等専門学校 プログラミングコンテスト：奈良大会** |