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| Section | **Competition Section** | No.1 Reg.Number |  |

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| **No.2** | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |  | April | | | May | | | June | | | July | | | August | | | September | | | October | | | | Problem Analysis |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | System Design |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | Implementation |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | | Evaluation |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |   1) Development Period: (ex. ) Five months  2) Number of Developers: (ex.) 3 students |
| **No.3** | How to Solve the Problem |
| 1) Algorithm for obtaining the final board |
|  |
| 2) Ideas on decreasing unmatched pieces as well as number of moves |
|  |
| 3) Others (Original and innovative ideas etc.) |
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| **No.4** | Development environment including the used software |
| **The 16th NAPROCK International Programming Contest, Nara, Japan** | |