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

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| **No.2** |

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| --- | --- | --- | --- | --- | --- | --- | --- |
|  | April | May | June | July | August | September | October |
| Problem Analysis |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| System Design |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Implementation |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Evaluation |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

1) Development Period: (ex. ) Five months2) 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.) |
|  |
| **No.4** |  Development environment including the used software |
| **The 16th NAPROCK International Programming Contest, Nara, Japan** |