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

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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：６ヶ月  2) 予定開発人数：８人 |
| **No.3** | 実現方法 |
| 1) 陣地の取得アルゴリズム |
| 1. 座標(0,0)の開始セルから、左から右に一筆書きの要領で塗りつぶせるところは行詰るまで塗りつぶします。 2. ①が行き詰まると、開始セルから進行方向の垂直方向である下にずらした座標(0,1)からのセルから再度一筆書きを実行する。 3. ②を次の一筆書きの起点となるセルが見つからなくなるまでLOOP 4. ①の進行方向を右から左に変更して、②を次の一筆書きの起点となるセルが見つからなくなるまでLOOP 5. ①の進行方向を上から下に変更して、②を次の一筆書きの起点となるセルが見つからなくなるまでLOOP 6. ①の進行方向を下から上に変更して、②を次の一筆書きの起点となるセルが見つからなくなるまでLOOP   Cf. Main.cのLoop関数 |
| 2) 職人の行動決定方法 |
| 1. 上左右下の優先順位で建築 2. X軸からY軸の優先順位で周囲8セルに移動 3. 上左右下の優先順位で破壊   Cf. Algorithm.cのAlgo関数 |
| 3) その他（独創的なところ） |
|  |
| **No.4** | 開発環境 |
| **第34回 全国高等専門学校 プログラミングコンテスト：福井大会** | |