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

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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 |
| 1. 司令塔の指示決定アルゴリズム   ます全体における点数の配置を考慮し、マイナス点を囲むことでプラスの点数へと繋げ、敵の囲まれているエリアを効率よく破壊することで領域ポイントを減らす。 領域ポイントを破壊する事は重要視するがタイルポイントは無視し敵のポイントを減らす事よりも自分のポイントを確保することを優先する。 |
| 1. エージェントへの指示伝達方法 |
| 3) 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29回プログラミングコンテスト：阿南大会** | |