

## Purpose of this system

Curling is a game with an advanced strategy called "chess on ice." In actual curling, players must take many aspects into consideration, including ice conditions and players' skill and fatigue. These conditions generate indeterminate moves. Such indeterminate factors make strategy discussions difficult. In order to solve this problem, we propose an ideal curling condition that uses a physics simulation on the computer. This ideal curling sheet will provide us with common conditions for a comparison of curling strategies.

## Outline of this system

本システムは、クライアント・サーバ・シミュレータの 3 つのプログラムで構成されています。

また、通信プロトコルを用いることで、誰でも簡単に思考エンジンのプログラムを作成することができます。