User Stories

ID	Priority	User Stories	Requirements
03	High	As a mathematician, I want to choose different levels of difficulty so it will be more challenging.	● User chooses different level of difficulty (easy, medium, and hard)
04	Medium	As a consumer, I want to view the solution of the puzzle so that I know where I went wrong.	● User can view the solution of the puzzle ● User will be given a hint when requested
05	High	As a consumer, I want to generate new puzzles when I am stuck so I can try a different puzzle.	● User can generate new puzzles when stuck
11	High	As a consumer, I want a way to make changes to previous inputs so that I can correct my mistakes.	● User can change previous inputs

Acceptance Tests

ID	03
File Name	03 - Difficulty.docx
Requirements	● User chooses different level of difficulty (easy, medium, and hard)
Description	Increasing the difficulty should leave less numbers on the board, thus making it harder. Lowering the difficulty should leave more numbers on the board, making it easier.
Setup	Have an option for easy, medium and hard.
Instruction	1. Open application 2. Difficulty is selected at the startup menu
Expected Results	The amount of numbers filled in will decrease in accordance to increasing difficulty.

ID	04
Filename	04 - Solver.docx
Requirements	● User can view the solution of the puzzle ● User will be given a hint when requested
Description	Use sudoku puzzle solver and compare the answers with the solved puzzle.
Setup	Look for a Sudoku solver online and open it
Instruction	1. Open application. 2. Input values of generated Sudoku to a solver 3. Click the “Solve” puzzle button 4. Compare solutions of the solver and the application
Expected Results	The application should have the same solution as the solver

ID	05
Filename	05 - New Game.docx
Requirements	● User can generate new puzzles when stuck
Description	Each time a new puzzle is generated, different numbers should be filled in starting off.

Setup	'New Game' is selected at the startup menu.
Instruction	1. 'New Game' is selected and Sudoku game starts. 2. Application is closed. 3. 'New Game' is selected.
Expected Results	The puzzle generated should be different every time a new puzzle is created

ID	11
Filename	11 - User Input.docx
Requirements	● User can change previous inputs
Description	Inputs made by the consumer can be changed at any time.
Setup	A value is entered into a single 'square'.
Instruction	1. A number from 1-9 is inputted by the user. 2. Clicking/Pressing the filled 'square'. 3. Change the entry to different number.
Expected Results	A previously entered value can be changed at any moment.