**KATHMANDU UNIVERSITY**

SCHOOL OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

**PROJECT REPORT**

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**SUDOKU : THE GAME**

A first year project report submitted in partial fulfillment

of the requirements for ENGG 102

by:

Manish Bhusal (09)

Kaushal Dhakal(15)

Pranish Shrestha(51)

Milan Thapa(58)

**CERTIFICATION**

FIRST YEAR PROJECT REPORT

on

SUDOKU : THE GAME

(a puzzle game)

By :

Manish Bhusal(09)

Kaushal Dhakal (15)

Pranish Shrestha(51)

Milan Thapa(58)

Approved by:

1. Project Supervisor

\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_

(Signature) (Name) (Date)

2. Head/In-Charge of the Department

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_

(Signature) (Name) (Date)

**ACKNOWLEDGEMENT**

We wish to express our sincere thanks to the Department Of Computer Science And Engineering for including the ENGG 102 project into our curriculum.

We would also like to express our deep sense of gratitude to **Mr. Navin Ghimire** for assigning to us this project .We sincerely appreciate his magnanimity by taking us into his fold for which we shall remain indebted to him. We would also like to express our heartily gratitude to our project supervisor **Mr. Manoj Shakya** for his regular guidance and encouragement throughout the project.

Taking this opportunity, we would like to thank all those individuals who directly or indirectly helped us in making this project a successful one be it by encouraging us throughout the project or else through their valuable suggestions which we have tried out best to assimilate within our work.

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**Abstract**

Sudoku game is well famous and popular game among many players all over the world. This report details the development of a Sudoku game application that is written in C++ . The application is developed to work in Windows.

In addition, the report details the implementation of the complexity of the algorithms used to generate a puzzle with different level of difficulties and make sure there will be only one solution.

The aim of the report is also to discuss the backtracking, brute force algorithms and other logics in order to create and solve Sudoku puzzles.

Moreover, the report specifics how well these methods of generating numbers, placing them in correct coordinate and achieved the goal of this implementation. Finally, the report summarises the overall achievements of the application development and indicates other possible extensions.

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