# Programming Tasks

* All code is due on 26 Nov 2024
* Final working code due on 28 Nov 2024

# Rohan

* Cell
  + \_\_init\_\_
  + set\_cell\_value
  + set\_sketched\_value
  + draw
* Board
  + \_\_init\_\_
  + draw
  + select
  + click
  + clear
  + sketch
  + place\_number
  + reset\_to\_original
  + is\_full
  + update\_board
  + find\_empty
  + check\_board

# Jacob

* SodokuGenerator
  + \_\_init\_\_
  + get\_board
  + print\_board
  + valid\_in\_row
  + valid\_in\_box
  + is\_valid
  + remove\_cells
  + generate\_sodoku

# Hanlin

* SodokuGenerator
  + fill\_box
  + fill\_diagonals
* Sodoku
  + main
  + PyGame
  + Init
  + GameStartScreen
    - Difficulty buttons
  + GameScreen
    - Draw grid
    - Prefill numbers
    - Allow user to click any cell
      * Click another or use arrow keys to select another cell
      * Edit via typing number and hitting enter
    - Move to win/loss screen when board is full
    - Buttons
      * Reset, Restart, Exit
  + ResultScreen
    - Game lost/won
      * Reset/restart button

# Deliverable Tasks

* Due 29 Nov 2024
  + Administrative Report – Hanlin
  + Video – Jacob
  + Reflections – Everyone
  + References – Everyone
* Due 30 Nov 2024
  + Submit to Canvas