TOPIC : SUDOKU GAME

ABSTRACT

GIST:-

The basic aim of the project is to build a sudoku puzzle for the users and provide them the right answer to the puzzle to verify whether is appropriate or not.

PROCEDURE:-

The basic three principles or rules in suduko are:-

1) In all 9 sub matrices 3×3 the elements should be 1-9, without repetition.

2) In all rows there should be elements between 1-9 , without repetition.

3) In all columns there should be elements between 1-9 , without repetition.

Using the above conditions we build the logic for the program.

***Primary** aim is to generate the sudoku puzzle for the user to solve. User gets 3 options to select difficulty

    1)Easy

    2)Medium

    3)Hard

Based upon his choice the empty spaces in the sudoku will be generated. As the difficulty increases empty spaces also increase.

***Secondary** aim is to give the solution of the generated puzzle to the user after completion of the puzzle.

The solution option is displayed on the screen for the user.

***Tertiary** aim is to build an interface or front end and write a suitable back end code, so that user can interact with the system and the smooth flow of the game.

For this we are going to use various programming languages like **java & python** for the back end and **html & css** for the front end and xml & Kotlin(if time permits for the entire project to be done before the deadline) for the required app development.

TEAM MEMBERS:

Sai Shyam Sundar Rao Kondu - 22B81A66A8

Sai Srujan Davagni - 22B81A66A9

Rohan Reddy Tippireddy - 22B81A6697