**Super Sudoku Project Setup and Team Contributions**

The Super Sudoku project is a console-based game designed to provide a Sudoku game experience. The project consists of ten classes, we develop (50%) 5 classes each and contributing to the functionality and user experience of the game. The game includes different difficulty levels, player profile management, a hall of fame feature, and a tutorial to guide new players. And test mode for for the Ease of Testing for the Testers.

**Team Contributions:**

* **Arkar Soe Myint 50%**
  + **StartMenu Class:** Manages the entry point for players, allowing them to enter or create profiles and exit the game.
  + **PlayGame Class:** Handles the main gameplay logic, including mode selection, timer recording, and recording results to the profile.
  + **GameBoard Class:** Responsible for generating and displaying the Sudoku board, managing validating player moves, and checking the completion status.
  + **GameMode Class:** Provides an abstract class to manage different game modes, including saving game times to player profiles.
  + **Tutorial Class:** Offers a detailed tutorial for players, explaining the game objectives, controls, and modes.
* **Taha Bazyar 50%**
  + **MainMenu Class:** Displays the main options for players, such as starting the game, viewing the tutorial, checking profiles, accessing the hall of fame, and exiting the game.
  + **PlayerProfile Class:** Stores and manages player data, including match counts and best times for each difficulty mode.
  + **ViewProfile Class:** Allows players to view and manage their profiles, including the option to delete profiles.
  + **HallOfFame Class:** Displays the top players, ranked by their performance across all difficulty levels.
  + **SuperSudoku Class (main):** Serves as the main entry point for the game, linking the StartMenu and MainMenu classes.

This collaboration allowed us to leverage each team member's strengths, resulting in a well-rounded and functional game that provides an enjoyable Sudoku experience for users.

**Note:** Due to the limitations of the Console User Interface (CUI), we can not implement a live timer update feature during the Game Play . As a result, the timer is froze and only updates upon entering user input during gameplay.