COP3502C PROJECT 4
SUDOKU REPORT

ADMINISTRATIVE

TEAM

- Francis Orozco

GITHUB WEBSITE

https://github.com/Baconwolf5986/Sudoku_Group9

VIDEO LINK

https://www.youtube.com/watch?v=Q4IId7GyjiY

REFLECTION

EXPERIENCE

- The project was a bit difficult and time consuming because of size of the project, and my unfamiliarity with pygame. I deviated from the suggested methods used for the board and cell class definitions because I found it easier to work with lists of numbers as opposed to a list of objects. Overall, I think that this project was a valuable introduction to GUIs and event handling.

CHALLENGES

- The main challenge I had with this project was properly implementing my class methods in the main program. I was trying to create the main program and the class methods at the same time which led to the creation of methods that may not have been the most efficient.

CHANGES

- If I could go back and change one thing (other than properly checking my emails) I would have written out a plan for the project before beginning coding. I assumed that the implementation would be much simpler. Perhaps if I understood what I wanted each class and class method to do, implementing them in the main program would have been much easier.

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REFERENCES

Background image used:

https://www.wallpaperflare.com/person-solving-sudoku-puzzles-mysterious-folder-hand-pencil-wallpaper-wtlbp

Pygame information:

https://www.geeksforgeeks.org/how-to-draw-rectangle-in-pygame/