**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.

**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/>