**Sudoku Application – User’s Guide**

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**CMSC 495**

**Section 7384**

**Group 5**

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**Professor Dao**

**Revision History**

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| **Name** | **Date** | **Description** |
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| Thomas Edwards | 5/2/2022 | Created document template and posted to GitHub repository and Google Drive |
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**User’s Guide**

Sudoku is a logic-based placement puzzle, the origin of this game comes from Japan. A puzzle at which point players enter the numbers individual to nine into a 9 x 9 grid, every number performs previously in each level line, upright line, and square. This puzzle is timed and the faster you can complete the sudoku the higher the score. Since the Sudoku is partially completed there is only one correct solution.

This application is intended for use by students, novice, mathematicians and anyone interested in playing the sudoku, no age limit. As there is no prize given for the sudoku on this application, game scores are posted to the leaderboard where they can be viewed for comparison. The application is meant to resemble the paper version of sudoku in a digital version. This application is split into two parts, one where the user starts a new game, and another which allows a user to see the leaderboard and view where they stack on it.

To run this application you must, \_\_\_\_\_\_\_\_\_\_\_

**Requirements**

Windows:

* Windows 7 or later
* Penguin 4 processor or later

Mac:

* OS X El Capitan 10.11 or later

IDE:

* JAVA Eclipse 2019-03 or later

DATABASE:

* TBD\_\_\_\_\_

NETWORK:

* Internet Access Not Required