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Artificial Intelligence

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Final Project Proposal

The goal of the project is to implement a Sudoku game solver using genetic algorithms. The Sudoku game is played on a 9 by 9 grid, that is split into nine 3 by 3 smaller grids, with some numbers that are filled in to ensure the uniqueness of the solution. The program aims to solve any solvable Sudoku puzzle quickly and accurately. The program should enable users to input a Sudoku and then output the solution in a 9 by 9 grid. There will also be test cases that users could look at.

The project will be implemented with Python 3. The source code submission will include a Readme file with detailed descriptions and instructions, a program that creates the Sudoku class, a program that implements a genetic algorithm to solve the games, along with several solved test cases.