

1. Main GUI class:

- Gridpane
- Launches the game GUI
- User can click login to login and save stats
- Timer
- Login
- Give up button shows solution
- New game button creates a new sudoku board

2. SudokuBoard

- Gridpane
- 81 textareas

3. SudokuGame:

- Current game
- Keeps track of move
- 2D array with solved board
- Check solutions
- Easy, medium and hard
- Depending on difficulty, randomly pick the cells that have numbers filled in

4. LoginCreateAccountPane:

- Gridpane
- Login
- Create new account
- Check if the password is correct

5. Serialization class:

- Serializes the hashmap of user data
- Deserialize the file and fetch data

6. Sudoku Account:

- Hashmap : key(String) : Value(ArrayList)
- Stores user name
- Stores users best time
- Stores the number of wins for the user