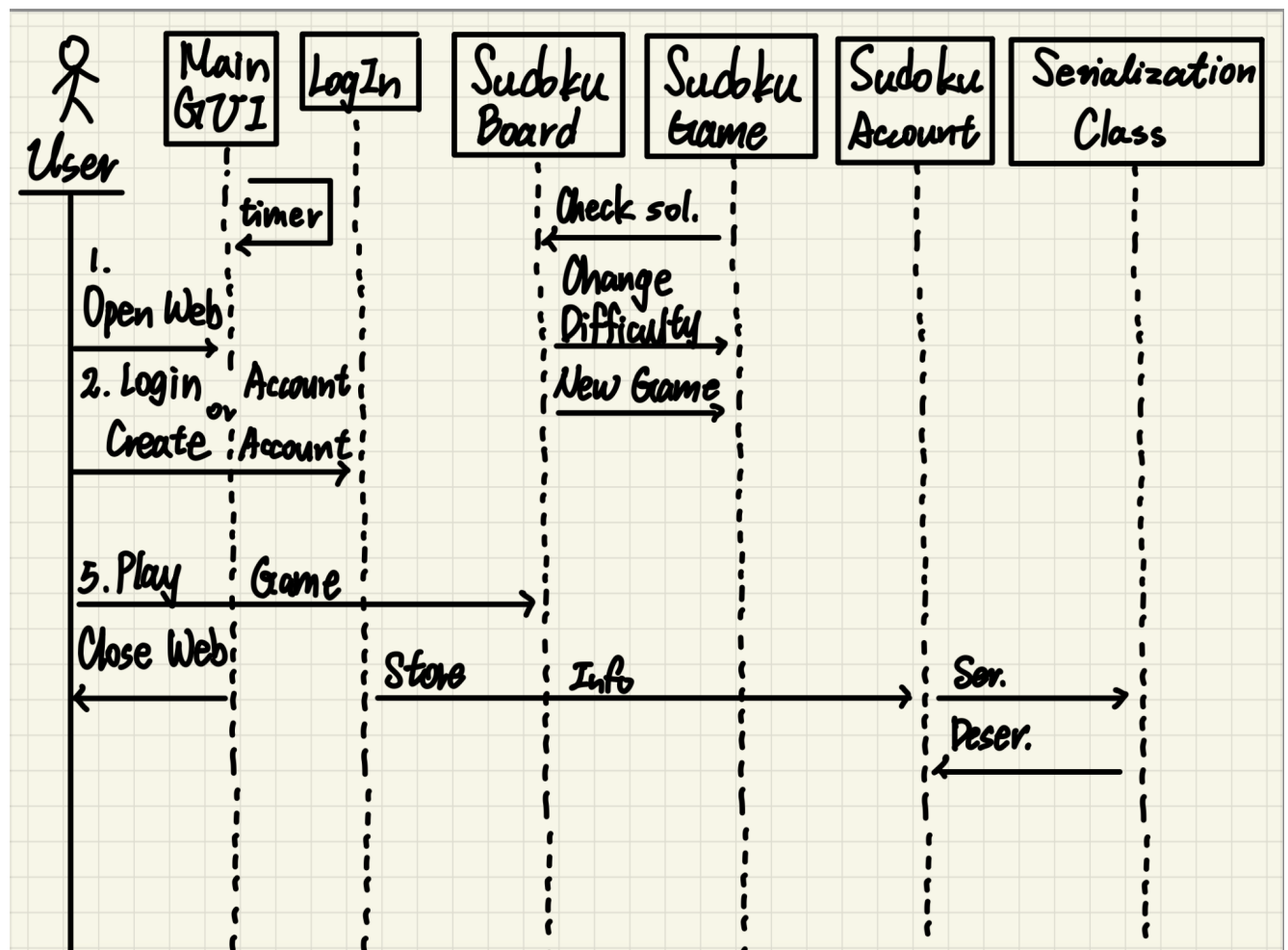Sequence diagram

- User launches program → GUI of a new game shows

- User clicks log in → Asks for username and password, checks if they are a valid user
- User clicks make an account → Asks for username and password, makes new account

- User clicks on cell to type in number →
    - highlights red if there's two of the same number
    - Or the user clicks on a check button and then it highlights rows with duplicate numbers

- User clicks on solve button → solves the sudoku game

- User clicks on the drop down for difficulty level →
    - Can select easy, medium or hard
    - Changing difficulty should start a new sudoku game

- Clear button clears the board of whatever the player entered
    - Make an alert to confirm that the user actually wants the board to be cleared

- User clicks new game button → new sudoku board