Our research project group consists of Joey Gale, Drew Roen, Gabriel Klinefelter, and Nathan Hawkins. The goal of our research project is to give our program a matrix of an unfinished puzzle for our program to solve. The three types of puzzles we want our program to solve will be Sudoku puzzles, Jigsaw Sudoku puzzles, and Sumoku puzzles. We plan to design our program to only be able to solve a regular Sudoku puzzle first because that, we believe will be the easiest to accomplish. After we finish the programming for the completion of the Sudoku puzzle, we will then move to either the Jigsaw Sudoku or the Sumoku puzzles. We work collaboratively through Source Tree and GitHub to program together at times we have available to ourselves. First we will create our table and initialize all the values of our table to 0. We will do it by having a large stack, implementing java’s stack class, and input a number and use numbers 1 – 9. If the number doesn’t work, we move on to the next number and do that repeatedly until we get a number that does work, and input that number.