**Documentation**

**Proyecto PHP - Sudoku**



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Introduction

We are created a web page where you can entertain playing the famous game Sudoku.

In our page there are different levels blocked. For unlock them you have to register and solve the previous level. At each level we will show the maximum score that we have achieved in that level, on the other hand, there is also a ranking where we collect the best punctuations of users who have managed to solve the Sudoku with best score.

For the resolution of this, apart from having correct solution, we have implemented a timer with the time and a total of 3 lives which will be subtracting if the player fails in anything. These tools will influence the score that the player get.

Functional Requirements

It has a management system of users and profiles, including a system access administrator and profile creation and modification.

The platform is a reliable and user-friendly system. It also allows communication with the administrator about errors or new ideas via Twitter.

The Platform code design is functional, scalable and reusable for future implementations.

The platform allows it to be easily maintained and updated remotely.

Implementation

1. **Predesign or conceptualization**

Stage in which we define the idea of the project and the objectives that we will carry out. In addition to the features and design you will have the page.

The implementation of the Web page was designed so that it can be viewed and used by users.

1. **Construction**

We started to create all the code, the databases and the drivers to work properly.

Then we gave form to the page design using HTML and CSS.

1. **deploying to a server**

We are looking for a free hosting for that anyone can view our website.

1. **Page Promotion**

Finally, we promote our work on Twitter and create a poster.

Task assignment

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* Create the table with the style (dark edges on the perimeter of the table and every 3 squares of the table).
* Start/end timer.
* Register inserting personal data and validate login.
* Show in ranking the highest scores.

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* Detect number in red when repeating number in row or column.
* Unlock Next level when solving a Sudoku.
* 3 lives at begin of the game and subtract every time that something is wrong.
* Get the time and lives, function of the result score and insert it in database.
* Keep session when the user login.

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* Create user database, ranking and Sudoku levels.
* Create web page and layout.
* Do not allow to enter by URL to a blocked sudoku.

Among all we have made the documentation, created the poster, the GitHub repository of the project and promoted on Twitter our page.

Testing Plan

//Put 2 equal numbers

//Put more than 2 equal numbers

//Put a number greater than 9 or less than 1

//Put a letter or special character.

//Insert a user already created

//Insert URL to access a sudoku.

Conclusions **and links to both the version control system and to the development/testing platform**

At first, it cost a little because wasn´t almost information or code about how to do a sudoku in any language... and we saw that most of the tasks we had proposed were with 3 loops one within another.

It has been a work which by the knowledge acquired this year in the subject and many practice exercises realized… it hasn’t been so heavy, because we have been a little limited by time for other subjects.

Links

**Web page 🡪** [**https://sudokulevels.000webhostapp.com/**](https://sudokulevels.000webhostapp.com/)

**GitHub 🡪** [**https://github.com/FerJunior96/Sudoku-php**](https://github.com/FerJunior96/Sudoku-php)

**Twitter 🡪** [**https://twitter.com/LevelsSudoku?lang=es**](https://twitter.com/LevelsSudoku?lang=es)