

Notes on running the code:

- By default the code loads a '6x6.txt' file from the directory from which the code is run. This text document has been included with the code
- To run code and to change the default puzzle loaded go to line 67 of 'Board.java'
- When loading a puzzle, the file chooser will only look for .txt files
- When you press the load button, you cannot cancel loading – it will lead to an error. Proceed to load another puzzle to continue
- Once you have won a game you will need to load a new puzzle