Project Proposal

Project Name: Sudoku

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Projected Completion: April 30th 2020

Project Description: A typical Sudoku puzzle contains 81 cells, in a 9×9 grid, and has 9 boxes, each box being the intersection of the first, middle, or last 3 rows, and the first, middle, or last 3 columns. Each cell may contain a number from one to nine, and each number can only occur once in each row, column, and box.

Project Objective: Our aim is to generate a Sudoku solver algorithm and to create an algorithm to be used by a puzzle setter to produce a well-posed Sudoku grid: a grid with a unique solution.

Members' role: Each programmer participates in coding and designing the entire project.

Benefits: Sudoku is a brain game that stimulates the mind and it improves memory and logic.