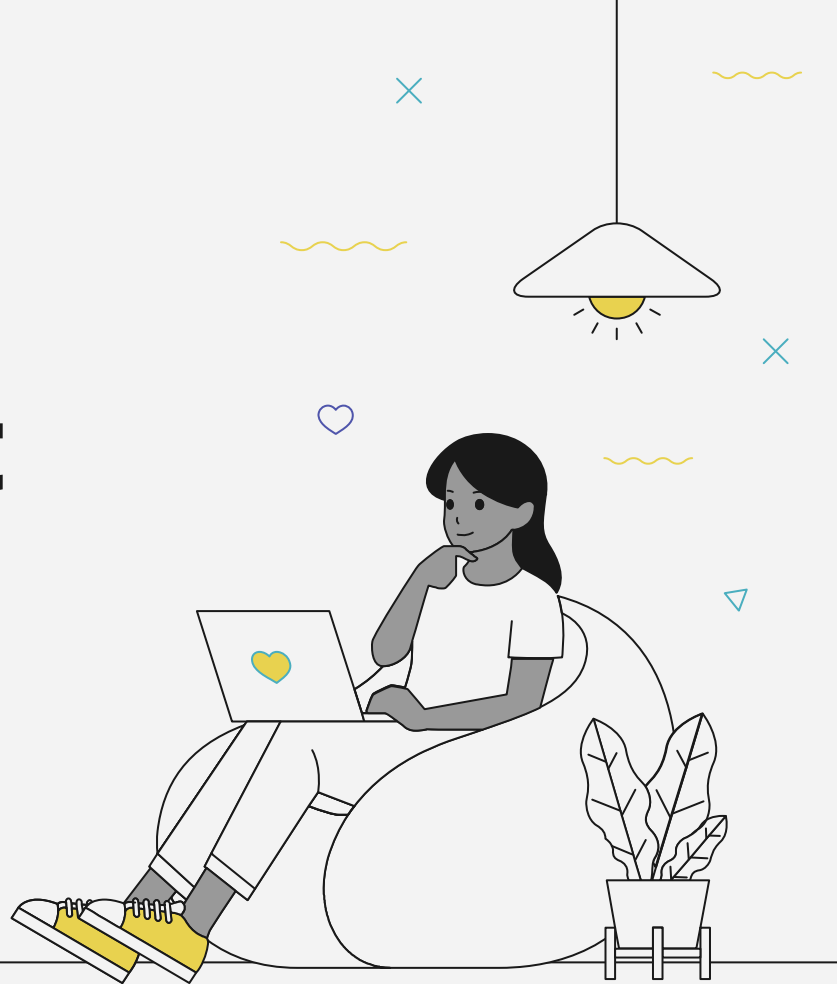


Sudoku Python Project

Nod Coding Bootcamp – First Project

Sheila Géa | Jonathan Avigdor

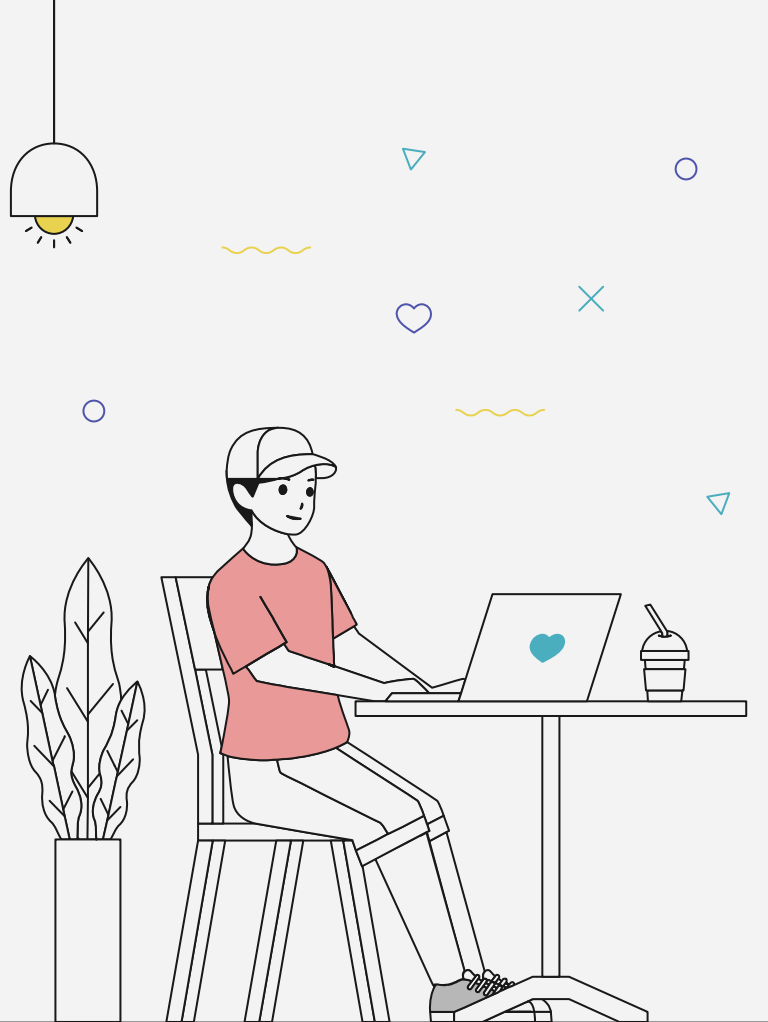




Introduction


What is sudoku and why we choose
to build a sudoku game??

	3						
			1	9	5		
	8					6	
8			6				
4			8				1
			2				
	6				2	8	
			4	1	9		5
						7	



Sudoku

A logic-based puzzle where the goal is to fill a 9×9 grid so each row, column, and 3×3 subgrid contains digits 1 – 9 without repetition.



	3							
			1	9	5			
		8					6	
8				6				
4			8					1
				2				
	6					2	8	
			4	1	9			5
							7	

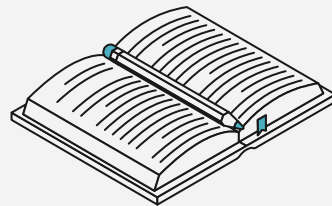
Why we chose it:

- Fun and challenging
- Combines logic, algorithms, and user interface
- Good exercise for Python fundamentals





Project Goals



Build a Sudoku game in Python

Using functions and Game Logic

Working in pairs

First time thinking and coding in pairs

Github

Collaborating using same file on Github

Practicing coding

Practicing using the material learn so far in the course

Presentation

Presenting the project in front of the group

Feedback

Practicing on receiving feedback in class



How the game works :)



01

Create board

Solved table and
Game table

03

Inputs

Player inputs number
and position

05

Result

Compare the Game
table to the Solved
table and display the
result

02

Display

Player get to see the
ready to play Game
table

04

Checks and loop

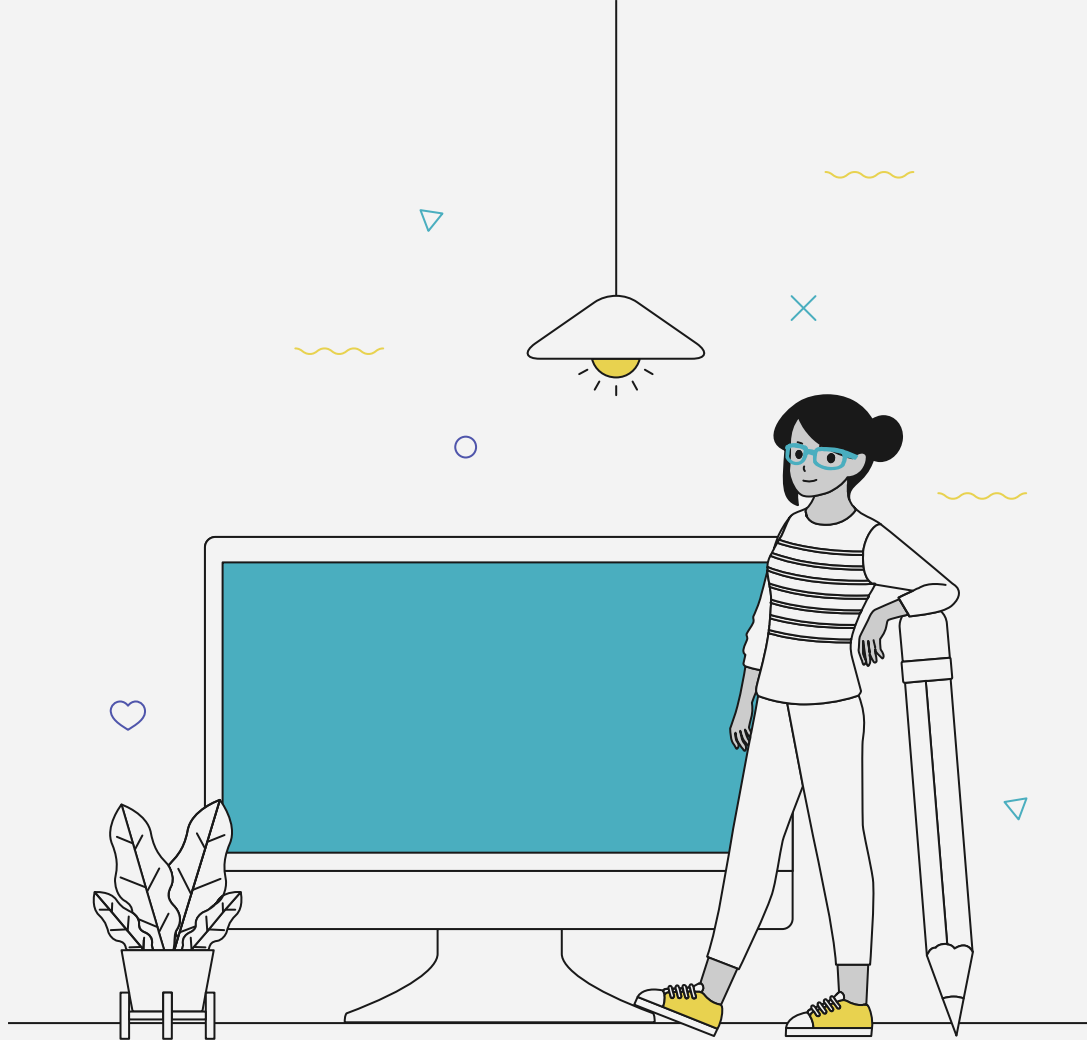
Check if the position
is free and if the
board is finish



	3					
			1	9	5	
		8				6
8				6		
4			8			1
				2		
	6				2	8
			4	1	9	
						5
					7	

DEMO

LET'S_PLAY!



Challenges & Learnings!



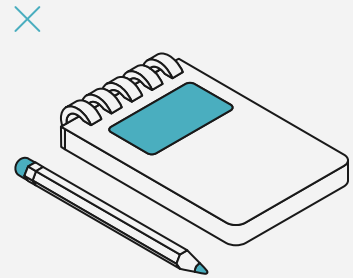
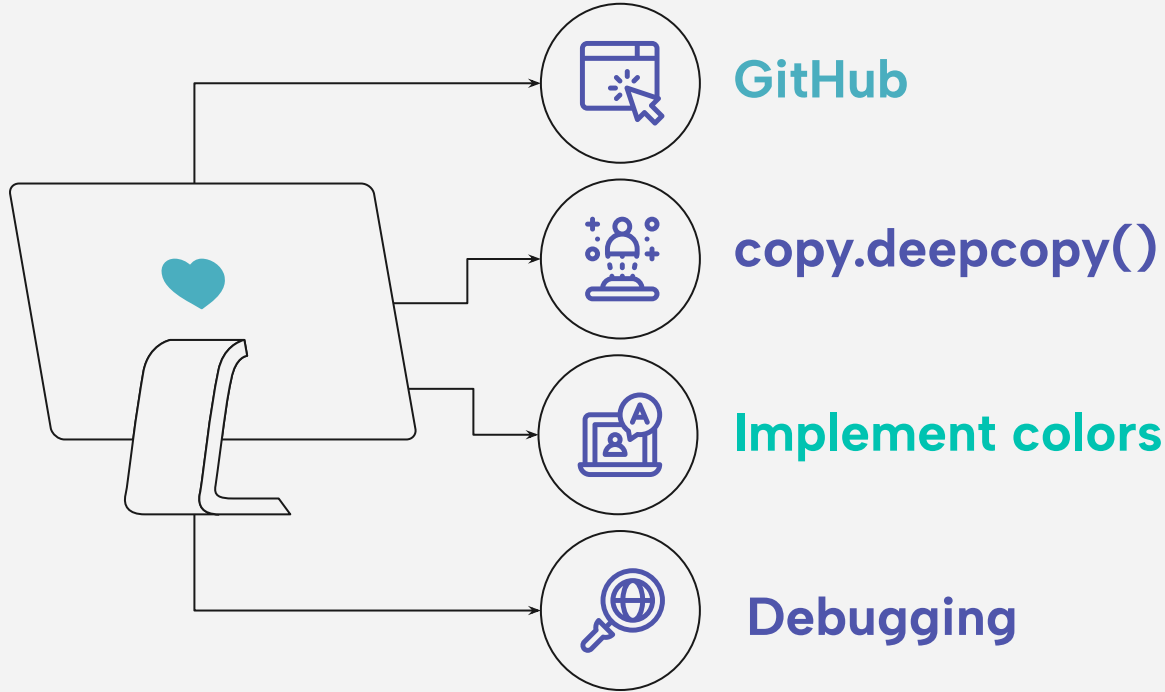
猿も木から落ちる

(*Saru mo ki kara ochiru*) –

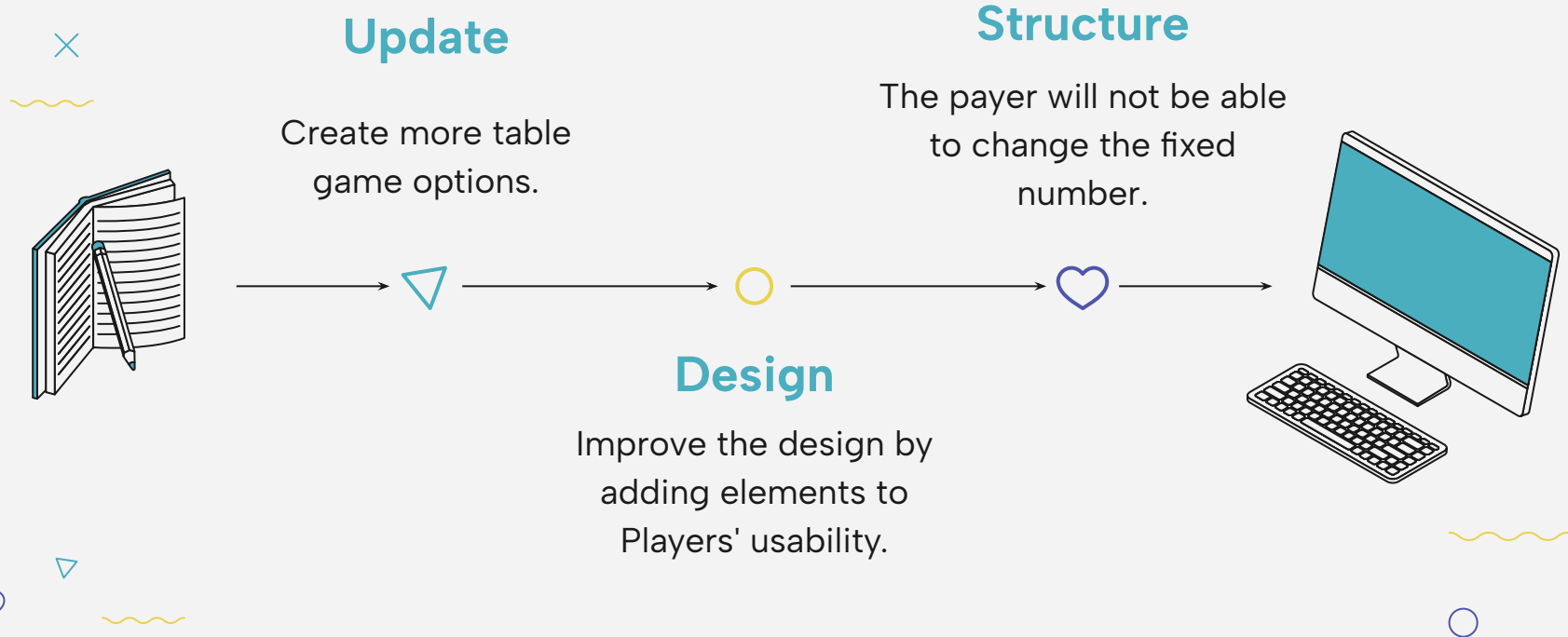
"Even monkeys fall from trees."

— **Japanese proverb**

Challenges & Learnings!



Ideas on future improvements



Q & A

	3					
			1	9	5	
		8				6
8				6		
4			8			1
				2		
	6				2	8
			4	1	9	
						5
					7	

Thanks!

