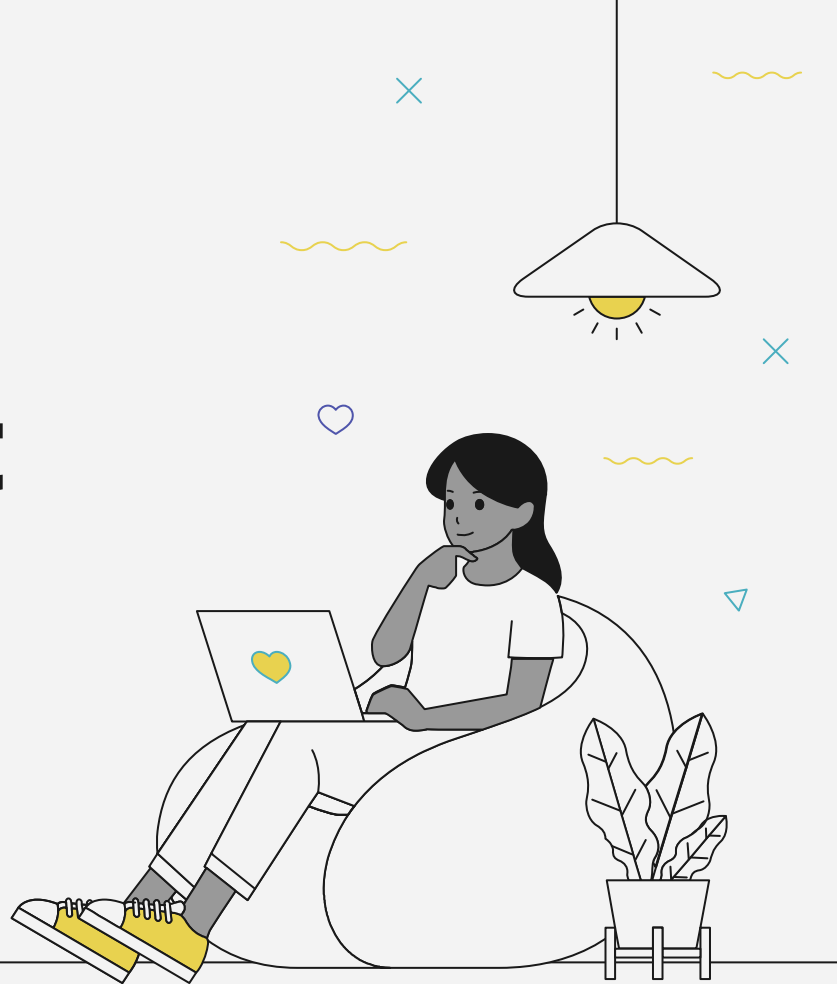# Sudoku
Python Project

Nod Coding Bootcamp – First Project
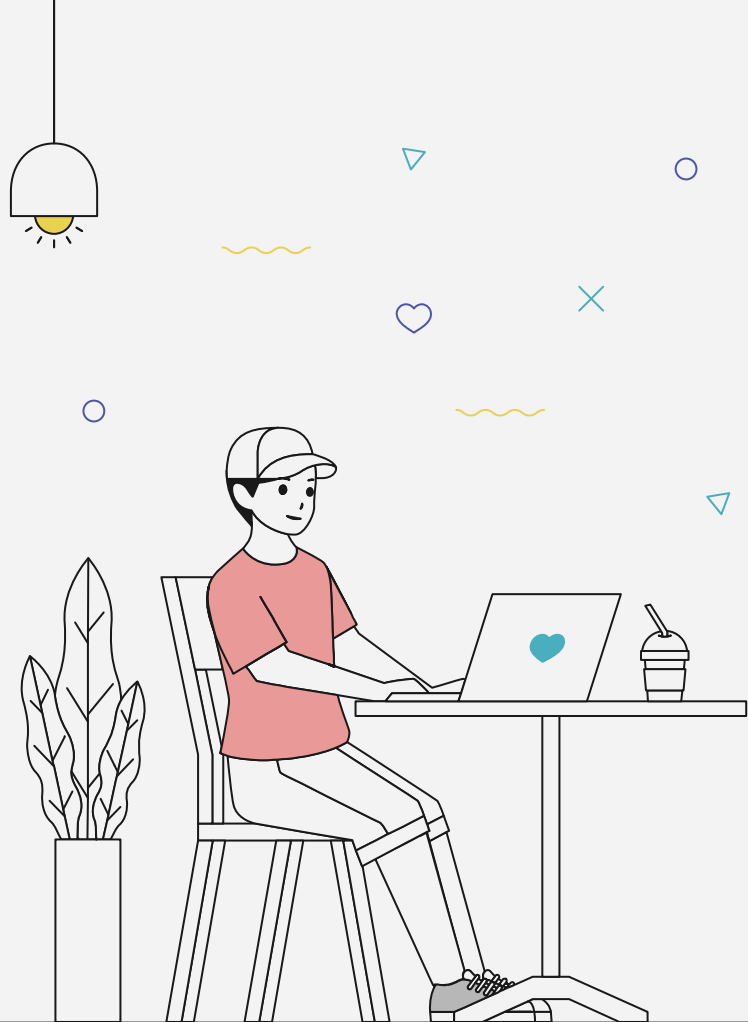
Sheila Géa | Jonathan Avigdor

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.

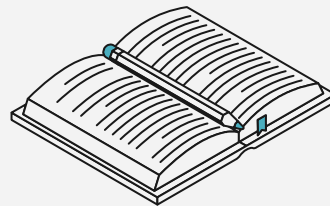|	3							
			1	9	5			
		8					6	
8				6				
4			8					1
			2					
	6					2	8	
			4	1	9			5
							7	

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

02
Display
Player get to see the ready to play Game table

03
Inputs
Player inputs number and position

04
Checks and loop
Check if the position is free and if the board is finish

05
Result
Compare the Game table to the Solved table and display the result

DEMO

LET'S_PLAY!
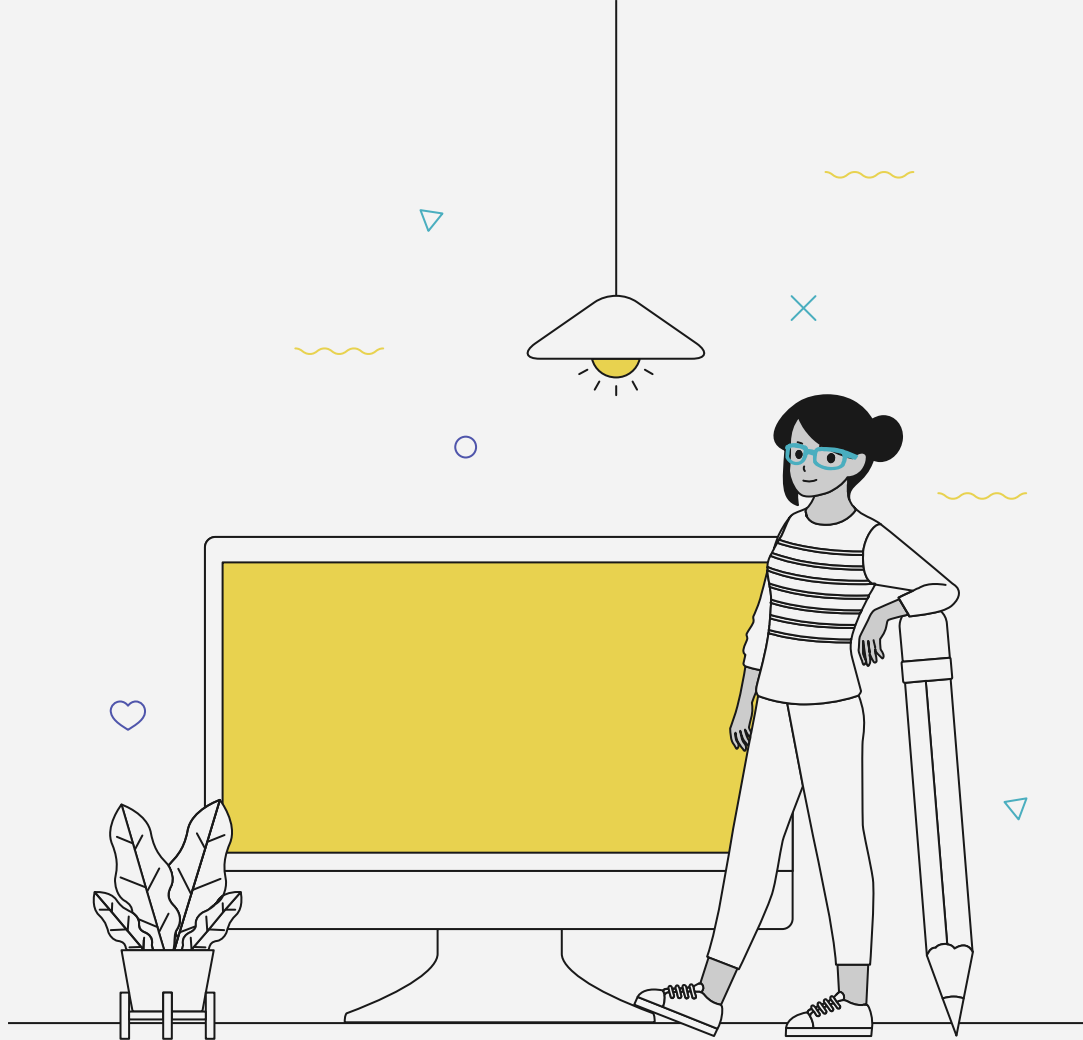
Challenges & learnings!

猿も木から落ちる
(Saru mo ki kara ochiru) –
"Even monkeys fall from trees."

— Japanese proverb

Challenges & Learnings!

GitHub

Debugging

copy.deepcopy()

Implement colors
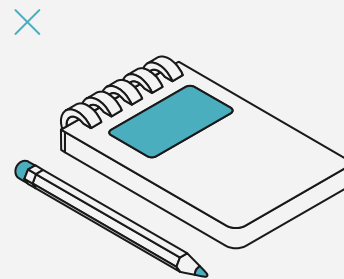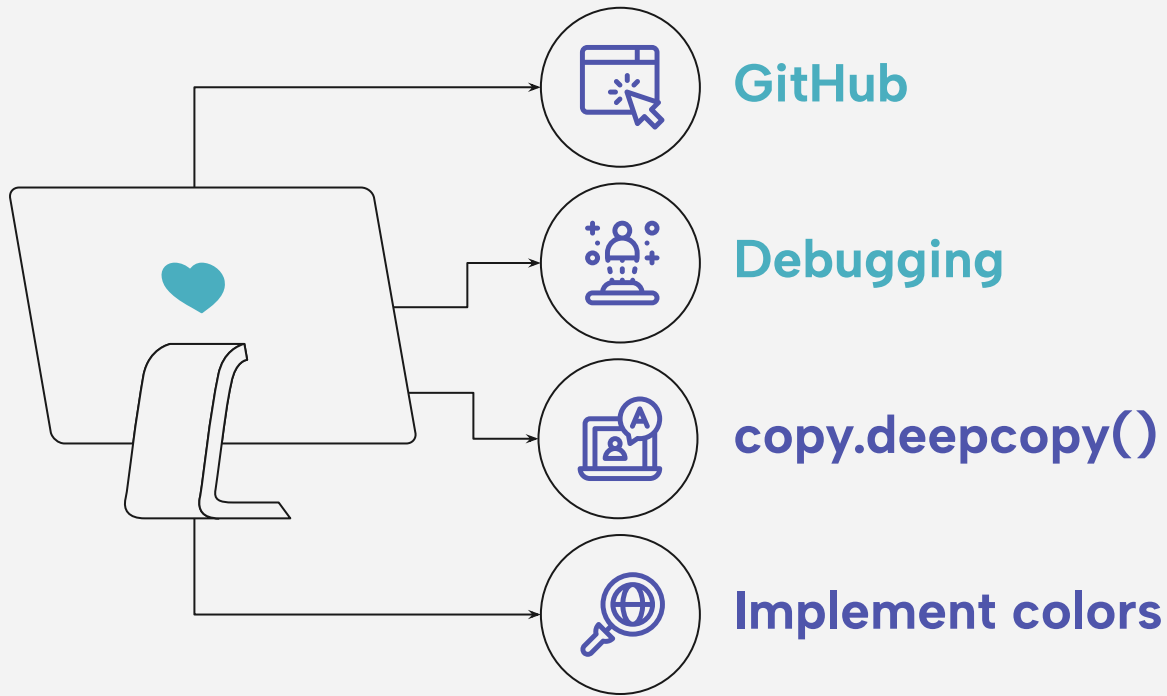
Ideas on future improvements

Update

Create more table game options

Structure

The payer will not be able to change the fixed number

Design

Improve the design by adding color to the Players' numbers.
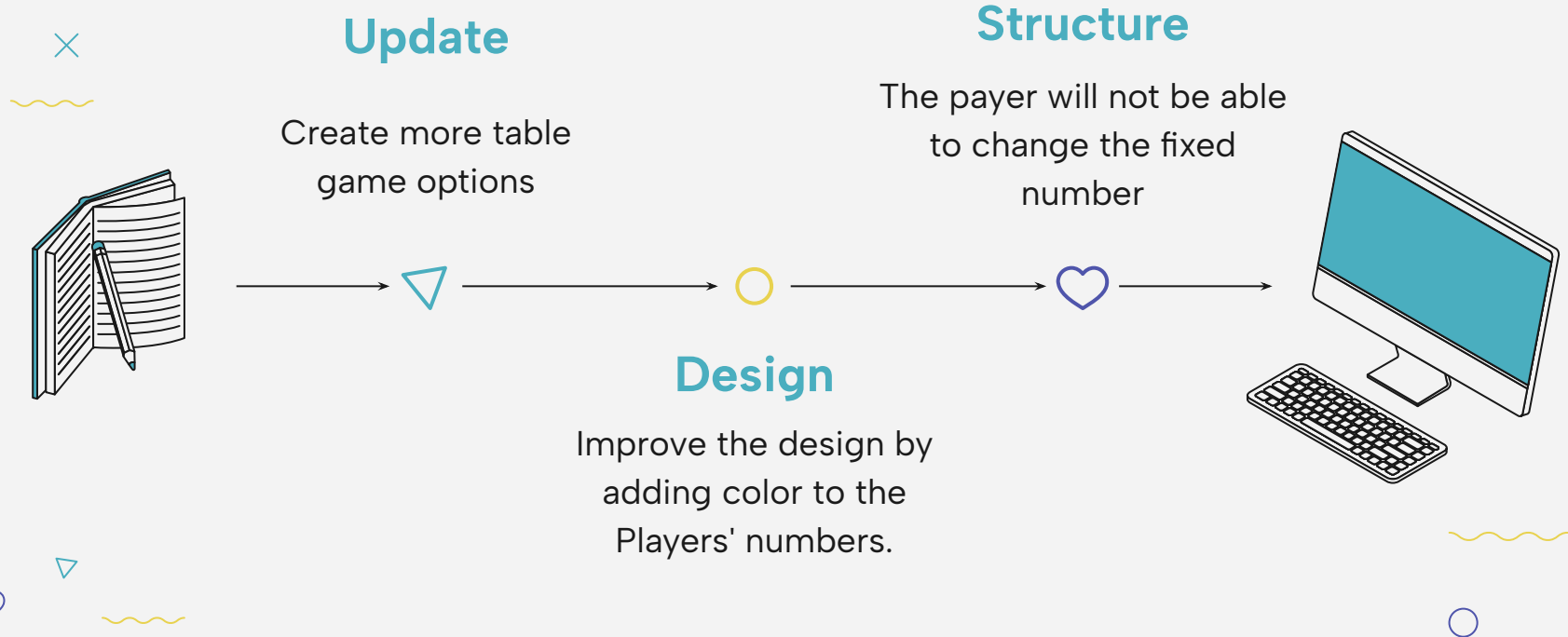
Thanks!

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