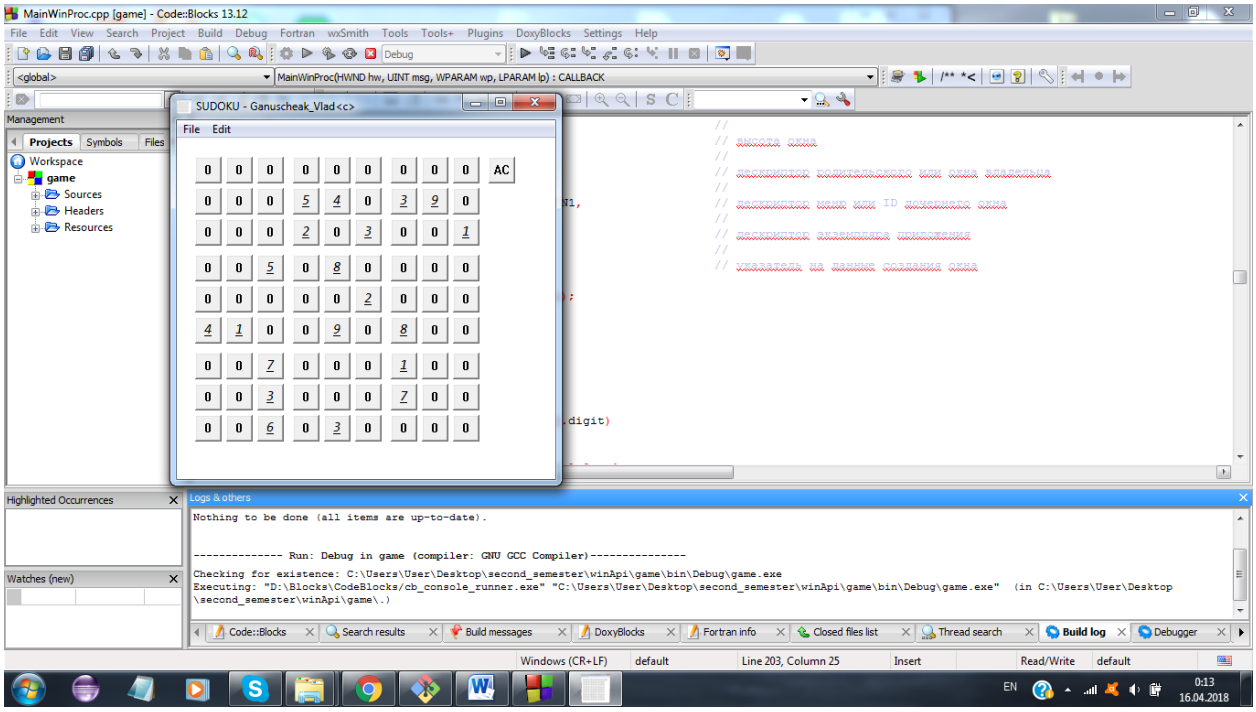
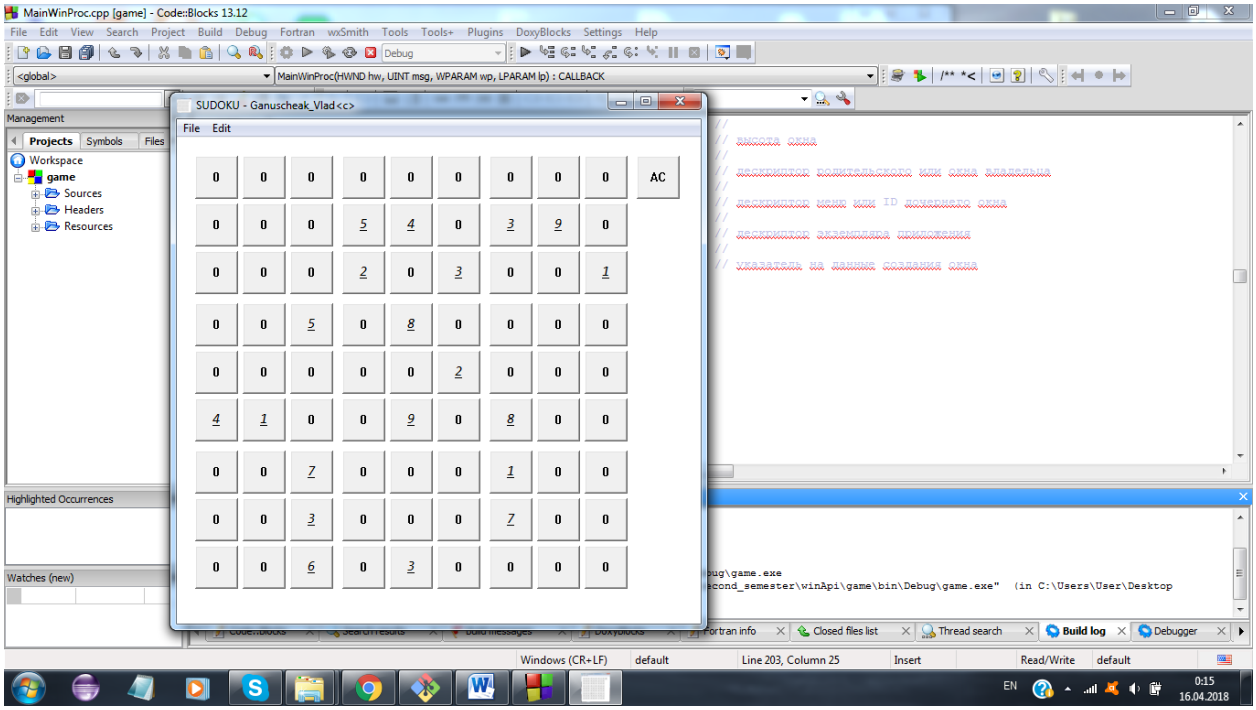
I decided to do a logic game where I could be able to implement good backend and win32 api features on c++.

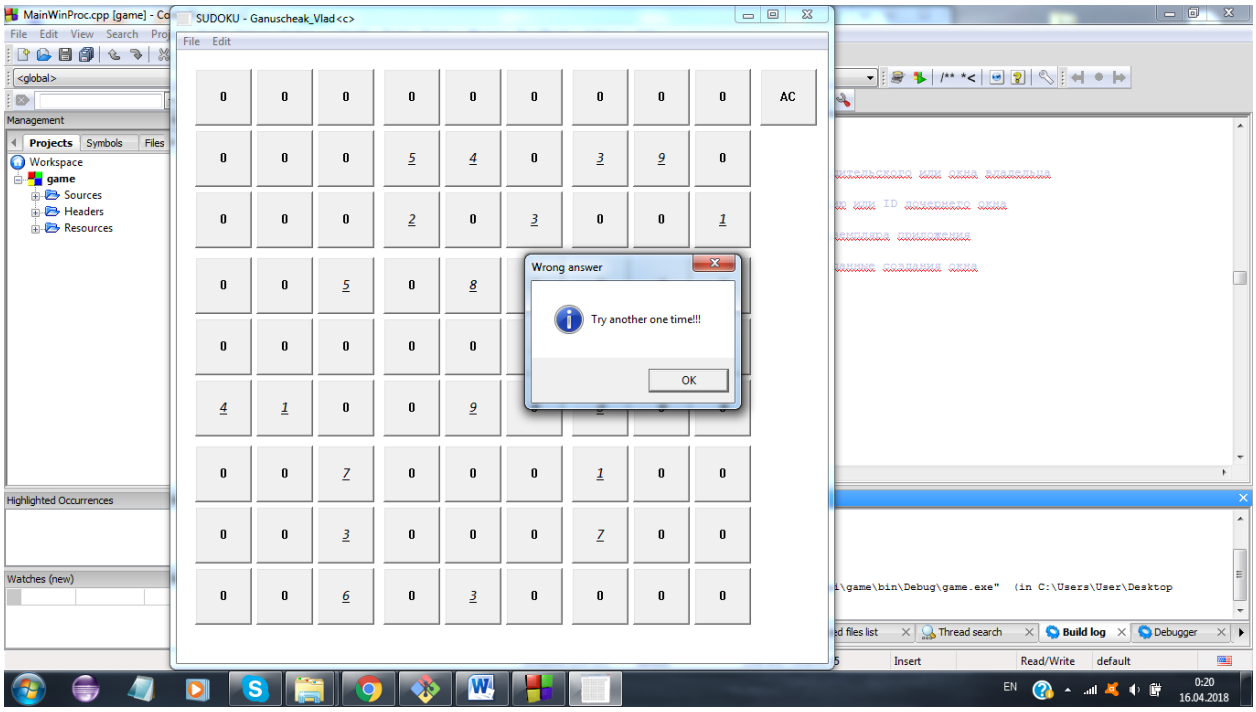
This is how the game looks (default size of the window).



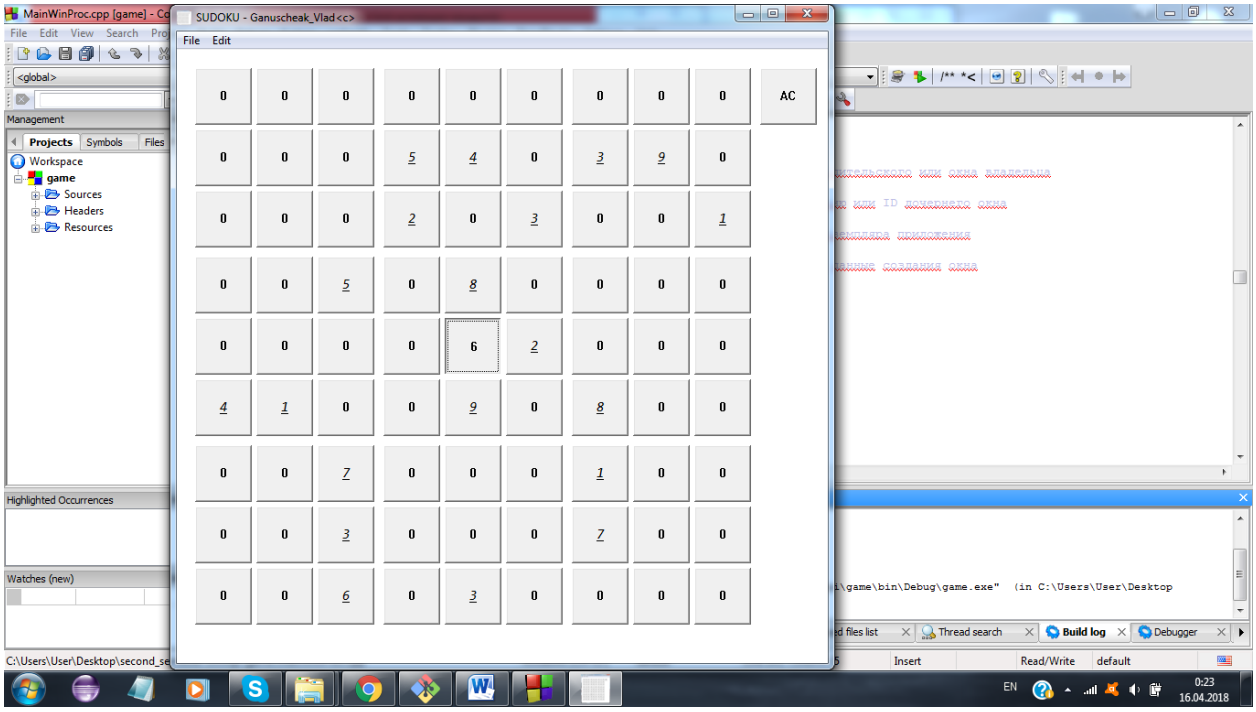
The window always keeps form of a square. The size of buttons change in the process of resizing.



There are 81 button (the Sudoku field) and AC (Accepted button – checks if the user completed the field correctly when it is clicked). All buttons (their position and size) are generated using mathematical formulas.



Also in these photos you can see clearly that the buttons are keeped into blocks (9 buttons each block).

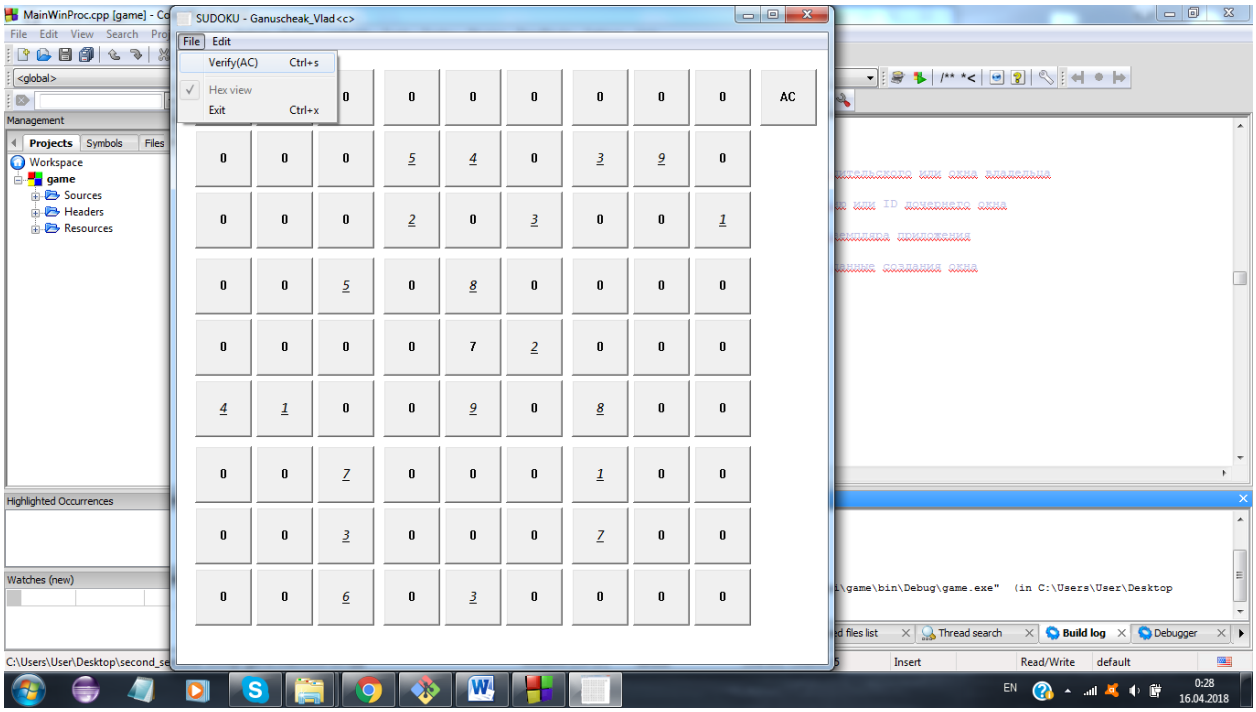


There are two scenarios:

1) We click the unchangeable button – nothing happens (we receive the corresponding message).
2) The button changes its value. The value of the button can be between [0..9]. Zero means that the user did not define it's value yet.

   The new value of the button is calculated by formula:

   Old_value := (OldValue + 1) mod 10;



As You can see I have add several options using menu: check if the field is complete correct, resize window etc.