

Michael Lieu

1. Research TkInter and GUI design implementations of Sudoku Boards
2. Design and develop the implementation of the Sudoku grid/the visual aspect of the GUI/front-end of the program
3. Design and develop the implementation of inputting, deleting, and replacing values for the GUI/front-end of the program
4. Design and develop the implementation of traversing across the GUI/front-end of the program
5. Integrate the back-end implementation of the program with the front-end implementation so that data from the back-end is passed to the front-end

Will Schreiner

1. Design data structure for sudoku board
2. Design and develop the Square class
3. Design and develop Board class structure; basic data functions, and board maintenance functions
4. Design basic solve functions and unit tests
5. Design advanced solve functions and unit tests (hidden + naked pairs) and unit tests
6. Design backtracking solve functions and unit tests for non-human solvable fallback