M3

Team Sriroku
Tom Atnip, George Mammarella, Jeremy Tramm

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Contents

Changes

Date	Description
March 28, 2013	Document started
March 29, 2013	Title and new lines fixed

1 Development Timeline

1.1 End of Week 5

Generate a valid full board - Tom
Pull components and rules together to make a game and display it - Jeremy
Difficulty Algorithm - George

1.2 End of Week 6

Game interface

1.3 End of Week 7

Localization
Save/Load Game State
User ask for help

1.4 End of Week 8

Milestone 4 Metrics
Informing of invalidation
Rule variations

1.5 End of Week 9

Milestone 5 Update Problem Statement
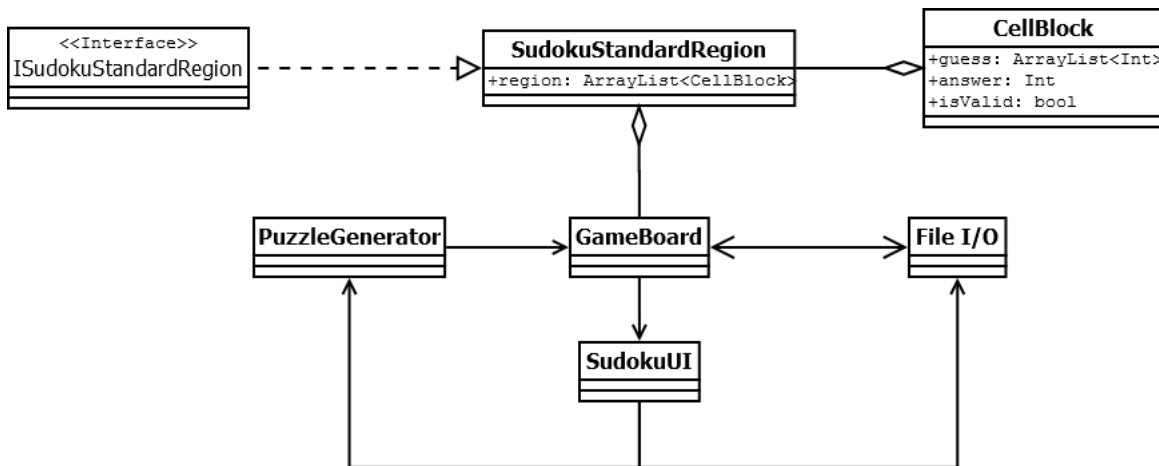Rule variations
Wrap-up

1.6 End of Week 10

Project Due

2 Coding Standards

We will be using the native Eclipse Java Programming Standards.

3 Class Diagram

4 Framework and Technology

Using Java 1.7 and JUnit 4.

5 References

Sudoku Puzzles Generating: from Easy to Evil