

M1

Team Siroku

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## Changes

Date	Description
March 28, 2013	Document started

# 1 Development Timeline

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

## 1.1 End of Week 6

Game interface

## 1.2 End of Week 7

Localization Save/Load Game State User ask for help

## 1.3 End of Week 8

Milestone 4 Metrics Informing of invalidation Rule variations

## 1.4 End of Week 9

Milestone 5 Update Problem Statement Rule variations Wrap-up

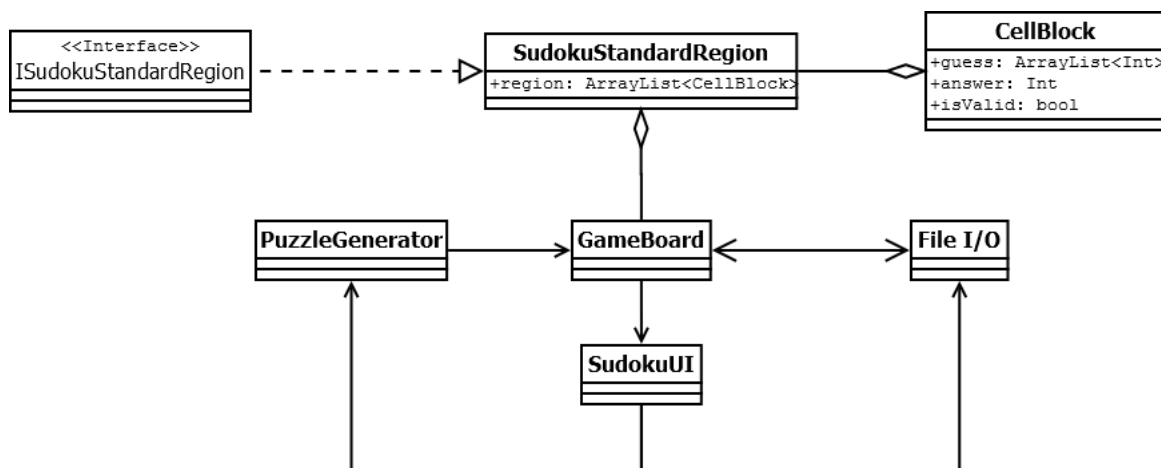
## 1.5 End of Week 10

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