**High Level Problem Statement**

The program will be a standalone desktop application that allows users to play the game of Sudoku. The game will support varying levels of difficulty and is focused on the standard, 9x9 Sudoku layout. Additionally, the game will time the user, and upon completing a board, a user can submit their time to a local leaderboard or post it to Twitter. The game was developed using the test driven development approach, and follows a (to be determined) scale of test completeness.

**Features**

* The application will allow the user to play the game based on the standard Sudoku rule set.
* The user may choose from multiple difficulty levels for the generated Sudoku board.
* The application will support localization, supporting English and Spanish.
* There will be support for allowing users to ask for the application to solve a part or the entire remaining puzzle for them.
* The user will be able to save their current game state for continuing play later on.
* The system will dynamically create puzzles for play as the user requests; puzzles will not be pre-stored.
* Cells will be able to hold multiple guesses.
* The game will highlight cells that break game constraints.
* If a player confirms a cell, other cells with multiple guesses that conflict with the confirmed number will be automatically removed.

**Framework**

Java 1.7  
JUnit 4  
Twitter4j  
Metrics (eclipse plugin)