

Project: Sudoku Solver

Group Name:

Credible Collection

Group Members:

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Project Description:

In our project, we will make a python sudoku solver that uses a backtracking algorithm. It involves building a sudoku board using a nested list and solving the board with the help of several functions that involve backtracking. Finally, once the solver is made, we will code the GUI for our game using different built in libraries.

Project Outcomes:

- Our code gives a solution for the sudoku board in minimum time.
- While entering a number on the sudoku board, if the number does not fit in the space given, the game will not allow the user to enter the number, thus helping the user to learn the game.

Libraries Used:

- Pygame
- Time