Two teams – Image parsing (Byron and Quan), game GUI (Tanmay and Shicong), Zac will help both

Images will be “clean” and properly oriented

Images will always be the same size, colors, font, and file type

Data storage – Game board is a 2d array of size 9x9

Game files – Formatted as nine rows of 9 numbers each. Blank boxes are represented by zeroes

Save files – Formatted with the original game file and the current game state upon saving

Features – Scan and import, load game, save game, check available moves, check input for validity

User moves – Each move is checked for validity and only allowed if no conflicts will occur due to the move