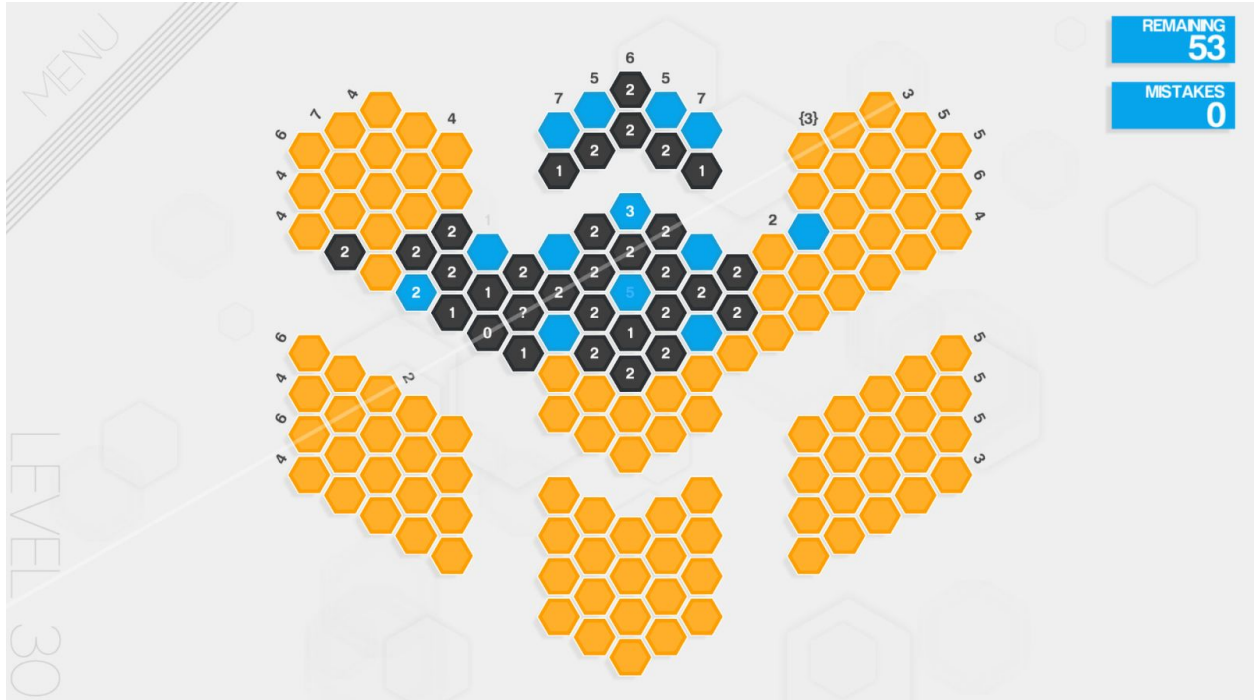


Final Project Proposal

- 1) Julia Connelly (alone)
- 2) There's a game called Hexcells. Here's what the board looks like:



Although they can be in many different shapes. Each hex can either be blue or black. The numbers on the edge of the board tell you how many blue hexes are in that line. The numbers on the black hexes tell you how many blue ones are touching that hex. The goal is to reveal all the blue hexes. The game implements more complicated rules later, but I figured I would start with the basic ones. I'd like to create an AI that can solve these simplified versions of the puzzles efficiently. I figured I could research existing work on Sudoku-solving to kick start the project.

- 3) I'd really like to use Java, but Python may have helpful libraries. I'll just need my computer. I have a copy of the game already for testing purposes and puzzle sourcing.