CSC470: Software Engineering Final Report
TESS: The Extraordinary Sudoku Solver

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4/24/17
v1.1

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1 Summary

High level summar with 1 page. the project goals, motivation or problem issues (requirements). Design considerations and choices to solve the problems to achieve the goals. Implementation, validation and testing plans.

!!!

2 Introduction

Overall introduction

2.1 Purpose

2.2 Scope

2.3 Definitions, acronyms, and abbreviations

Term	Definition
DESC	Description
ID	Identification

3 Goals

This is the goals section.

4 Specific Requirements

This is the specific requirements section.

Be sure to include numbering scheme including Identifier (RQ1, RQ2, and RQn) and PW (the priority weights, may be the highest priority = 5 and the lowest priority = 1) to allow traceability.

Provide a high-level use case diagram for the high-level system models and a traceability matrix for the requirement validation.

4.1 Functional Requirements

ID:R1
TITLE: Play Game
DESC: The user first opens up the app, they should be able to choose the option to play a Sudoku puzzle. They user should be able to stay as long as they want to on this screen.
ID:R2
TITLE: Select Difficulty
DESC: The user should be able to select a difficulty setting that better suites needs at any time. There should be 5 difficulty options for the user to choose from. 1 being the easiest all the way down to 5 being the hardest. **ID:R3**

TITLE: Back Option
DESC: The user should be able to return to the main screen from the select difficulty screen if they don't select a difficulty. The user can remain on the select difficulty as long as the want to.
ID:R4
TITLE: Continue Game
DESC: The user should be able to continue a game that has been previously started whether or not the app has been closed. All of the user's input should be saved so they could be brought up again should the user want to continue a game.
ID:R5
TITLE: Get Puzzle
DESC: When the user selects a difficulty, a puzzle with the selected difficulty should be retrieved from the database for the user to be able to play it and enjoy the game.

4.2 Non-Functional Requirements

ID:RQ1
TITLE: System Availability
DESC: The system needs to be available to the user 99% of the time, whether or not the system is being used.

5 System Design

This is the system design section.

5.1 Desgin Overview

Provide an overview of the design, including diagrams, key design subsections, and how they relate or connect to one another (e.g., Interaction, structural models).

5.2 Realistic Constraints and Professional Standards

Identify and discuss realistic constraints on the problem, such that constraints may include economic, environmental, social, ethical, health and safety, manufacturability, policy issues, etc.

5.3 Alternative Designs and Design Choices

Describe alternative designs that were considered during execution of the project. Discuss how design choices were guided by constraints and other factors. E.g., architectural design models – Layered or Client-server and details shown using activity diagram as shown in Figure 1 (Context model), sequence diagram (Interaction model), class diagram (Structural model).

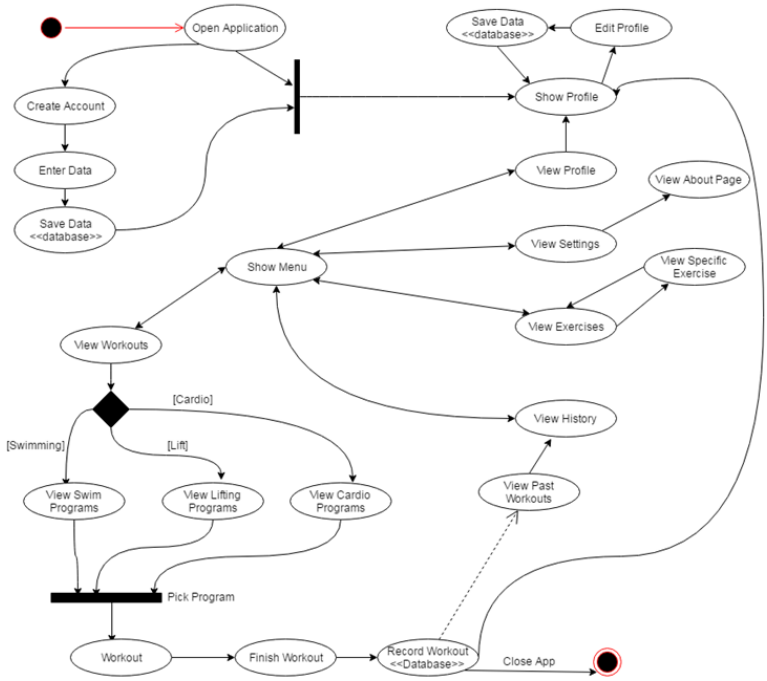

Figure 1: Activity diagram of a system.

6 System Implementation

This is the system inplementation section.

Describe the technical details for each of the subsystems or a the system-level and provide sequence diagrams or station/activity diagrams for your system implemenation.

7 System Testing

This is the system testing section.

7.1 Test Plan

Provide your test plan with unit testing (Black-box testing and White-box testing), integration testing (Top-down or bottom-up approach) and system testing.

7.2 Test Results

Show your test restults and evaluate them.

8 Conclusions

This is the conclusions section.

Overall summary of design methodologies, key creative approaches and potential contribution/impact. [1]

References

[1] D. koval, "This sucks," *Computer Networks*, vol. 71, pp. 1–30, 2014.