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

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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.
ID:R2
TITLE: Select Difficulty
DESC: The user should be able to select a difficulty setting that better suites needs at any time. **ID:R3**
TITLE: Back Option
DESC: The user should be able to return to the main screen from the select

difficulty screen.
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.
ID:R5
TITLE:

4.2 Non-Functional Requirements

This is the non-functional requirements section.

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).

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.

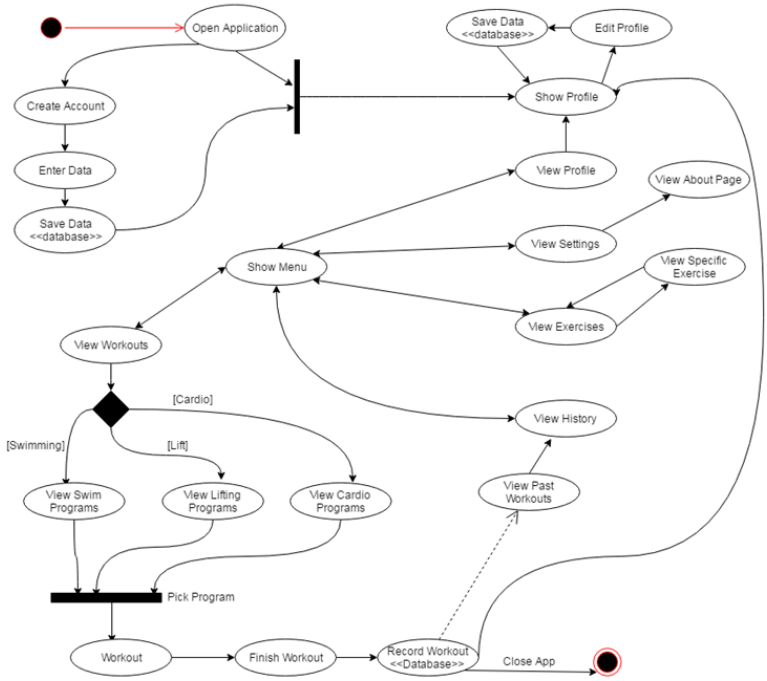

Figure 1: Activity diagram of a system.

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] I. F. Akyildiz, A. Lee, P. Wang, M. Luo, and W. Chou, "A roadmap for traffic engineering in sdn-openflow networks," *Computer Networks*, vol. 71, pp. 1–30, 2014.