

Functionality -

Number list -

It has a list of numbers from 1 to 9 at the bottom, for the user to enter the values in the grid.

Reset button -

When a user clicks on the reset button, all values of the grid are reset and a whole new puzzle is presented to the user.

Timer -

A timer runs on the top of the puzzle. User is provided with a time slot of fifteen minutes to solve the puzzle. If a user can't solve it in that time, then he/she loses the game.

New puzzles -

Everything is done dynamically in this app, which means during beginning of the game for the first time or during reset, all values shown on the grid are random values following the sudoku rule's restrictions.

Error messages -

If a user tries to enter a value which doesn't fit in the cell due to match with a number in row or column or 3\*3 square, then an error message, saying that "The value you entered already exist" is shown.

If a user tries to alter any default values (values present in the grid in the beginning) then an error message saying that "Sorry, you can not change the default values" is shown to the user.

And similarly if a user enters all numbers and solves the puzzle, then a success message saying that "You have successfully completed!!" is shown to the user.

And if a user can't complete the puzzle successfully on time, then an error message saying that "Sorry you couldn't complete the game on time" is shown to the user.