

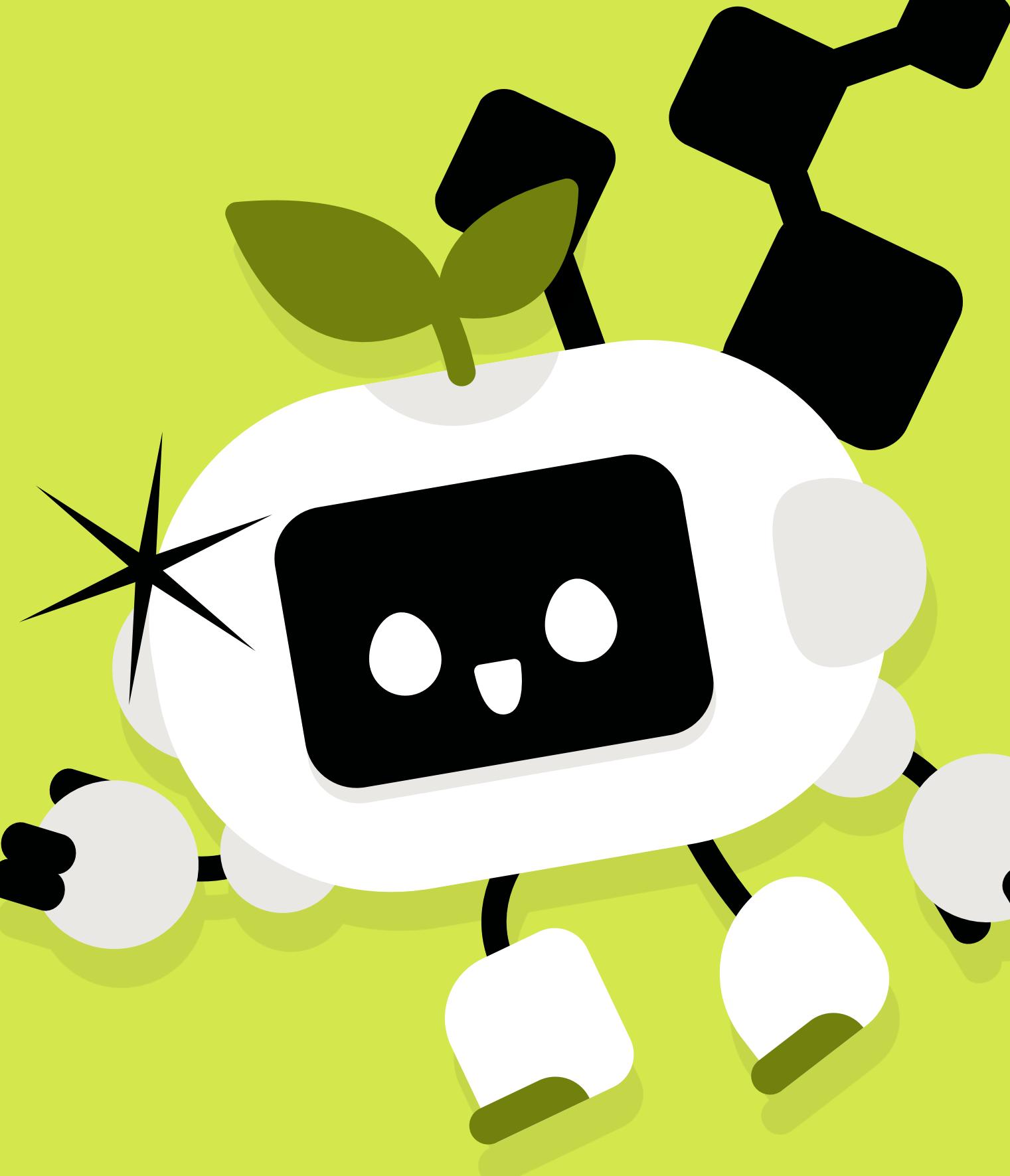


SUDOKU

MASTER

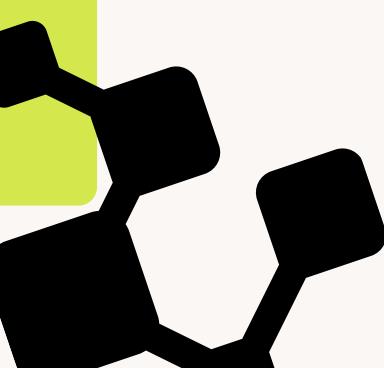
OUR TEAM

- 1. EIMAN FATIMA - 543105**
- 2. ARHAM NABI - 545094**
- 3. MARYAM AMIR - 550843**





MODULES/TASKS DIVISION



EIMAN FATIMA

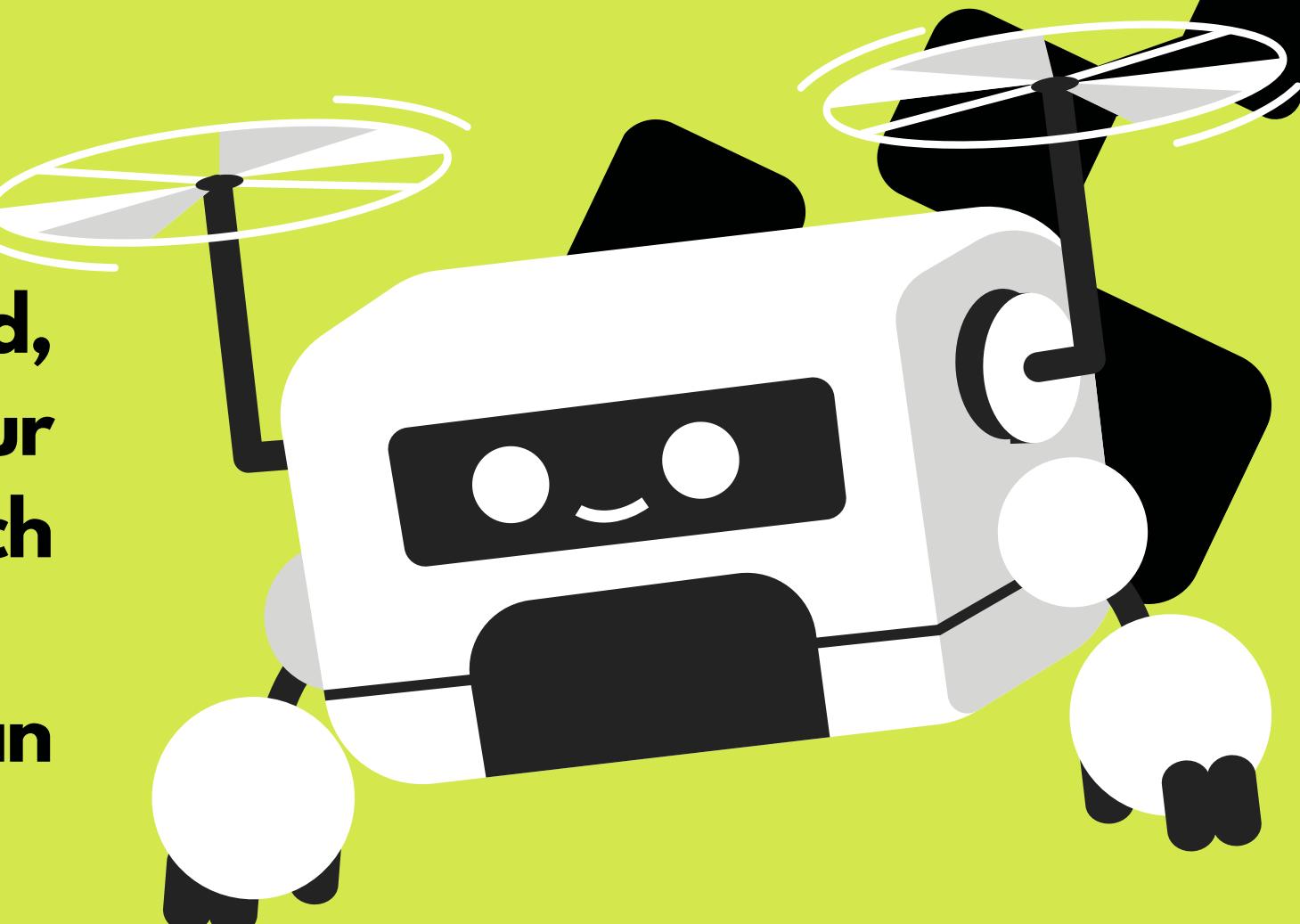
1. Shuffle Array
2. Generate Puzzle
3. Difficulty levels
4. Remove Cells
5. Display grid
formatting
6. Loss function
7. Display colored
hints in the grid
8. PPT
9. Flow chart

ARHAM NABI

1. Input validation
2. Main menu
3. Game flow/loop
4. Integration of all
modules
5. Debugging
6. Error handling
7. Win function
8. MP4 Video

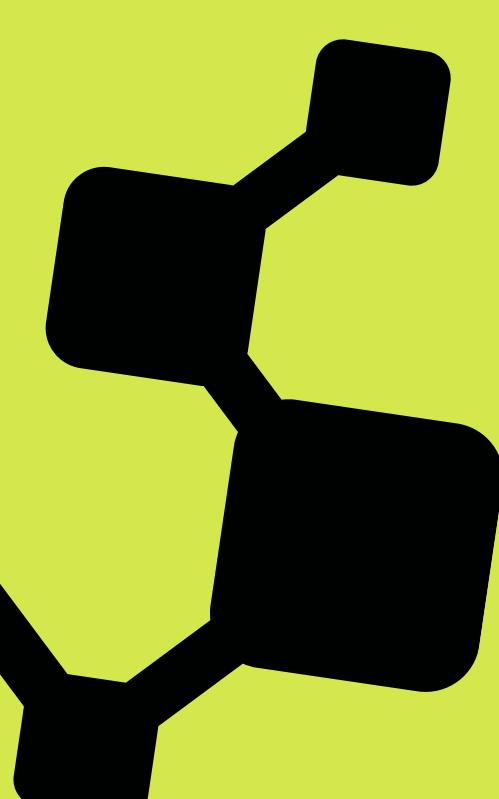
MARYAM AMIR

1. User authentication
2. File management
3. Login/ Signup
4. Colored and other
hints + feedback
5. Timer
6. Score calculation
7. Display grid (basic)
8. Report document



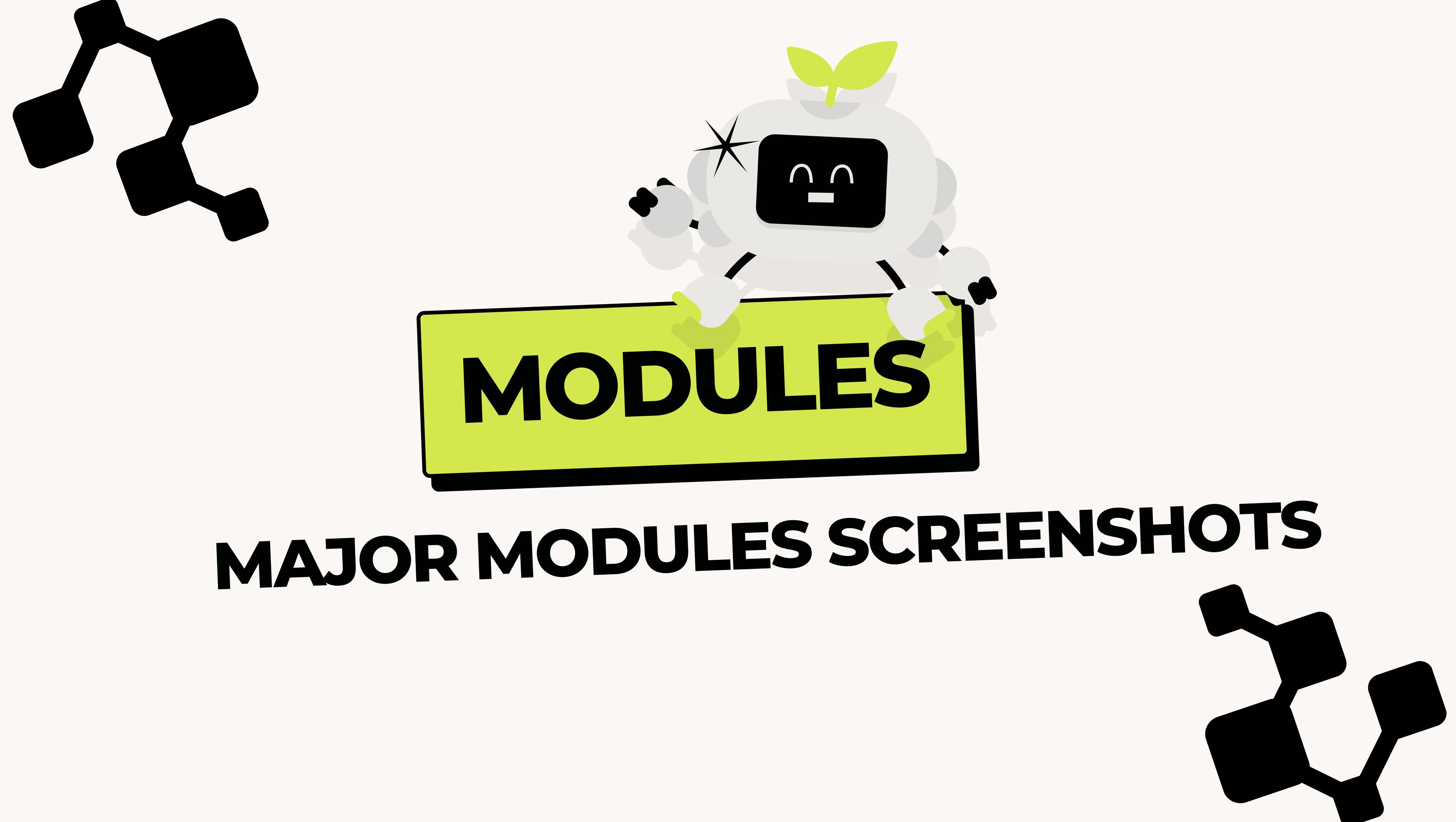
Sudoku puzzles are commonly solved by hand, which can be time consuming and error prone. Our game validates moves made by the user after each entry, making it a beginner friendly puzzle.

Colored hints help beginners to solve effectively in an engaging way.



It generates puzzles automatically, following Sudoku constraints during gameplay, provides hints, and verifies the user's final solution through an automated solver.

**PROBLEM
STATEMENT**



MODULES

MAJOR MODULES SCREENSHOTS

SIGN UP

----- SIGN UP -----

Enter new username: demo

Enter password: 123

Signup successful!

Press Enter to continue...|

LOGIN:
INCORRECT PASSWORD

=====

S U D O K U M A S T E R

=====

----- LOGIN -----

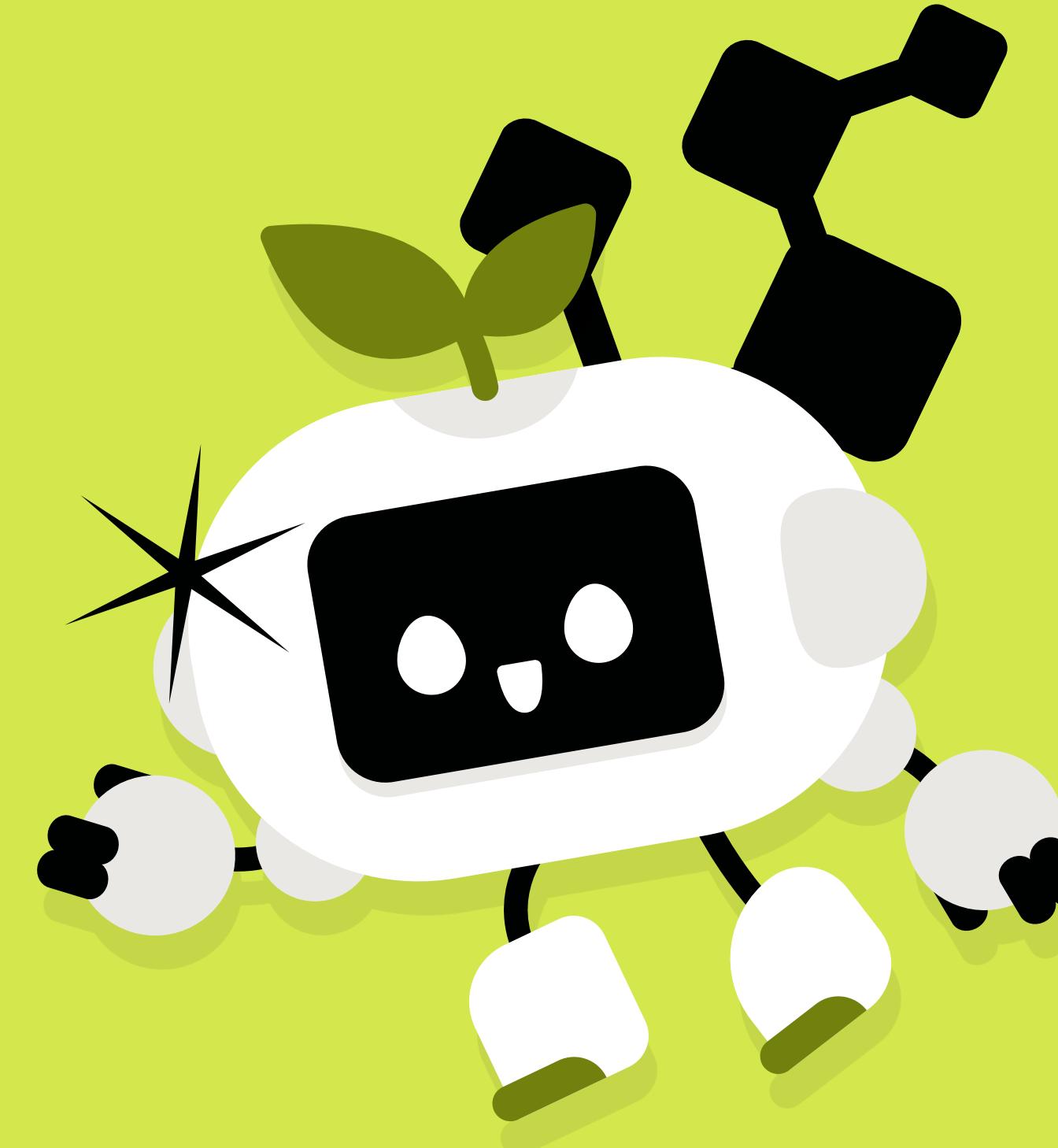
Username: demo

Password: 1236

Incorrect password. Try again!

Welcome | Attempt #: 0

Press Enter to continue...|



INSTRUCTIONS

----- INSTRUCTIONS -----

1. The goal is to fill a 9x9 grid with digits.
2. Each column, row, and 3x3 subgrid must contain digits 1-9.

----- HOW TO PLAY -----

1. DIFFICULTY LEVELS:

- Easy: 100 Lives - 30 cells would be removed from the puzzle.
- Medium: 35 Lives - 40 cells would be removed from the puzzle.
- Hard: 20 Lives - 55 cells would be removed from the puzzle.

2. CONTROLS:

- To play: Enter ROW space COL space VALUE
(Example: '1 2 5' puts 5 in Row 1, Column 2)
- Press 'h' for a Hint (Costs 100 pts)
- Press 'q' to Quit game

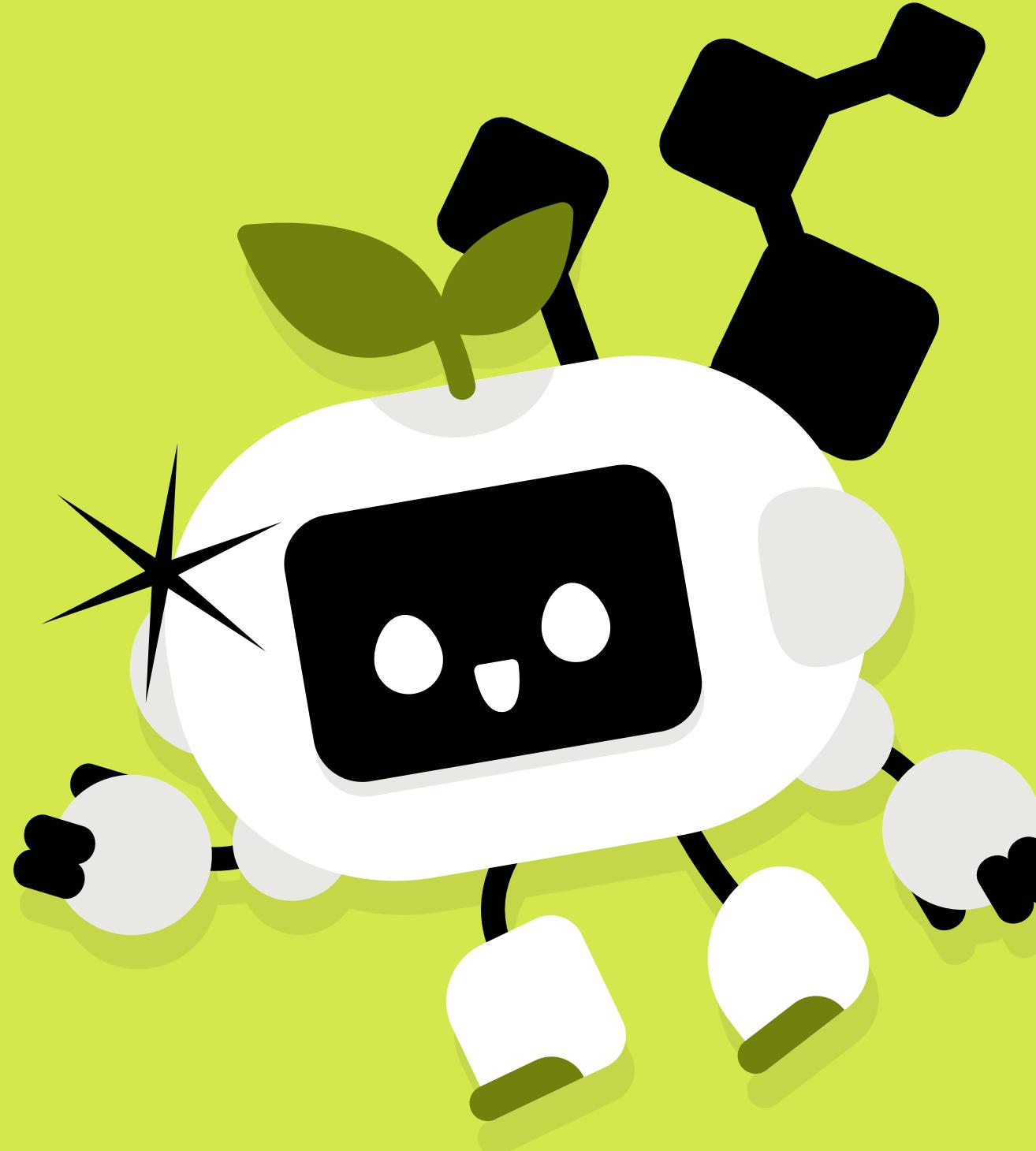
3. FEEDBACK COLORS (What do they mean?):

- Green: Correct! The number belongs there.
- Orange: Close! You are within 1 or 2 digits.
- Red: Far off. Try a completely different number.

4. SCORING & RULES:

- You start with 1000 points.
- Correct Move: +25 Points
- Invalid Move: -50 Points & Lose 1 Life
- Timer: Finish under 3 minutes! After that, -10 points per minute.
- GAME OVER if Lives reach 0 or Score reaches 0.

Press Enter to continue...



DIFFICULTY LEVELS

=====

S U D O K U M A S T E R

=====

User: demo

1. Start Game
2. Instructions
3. Logout

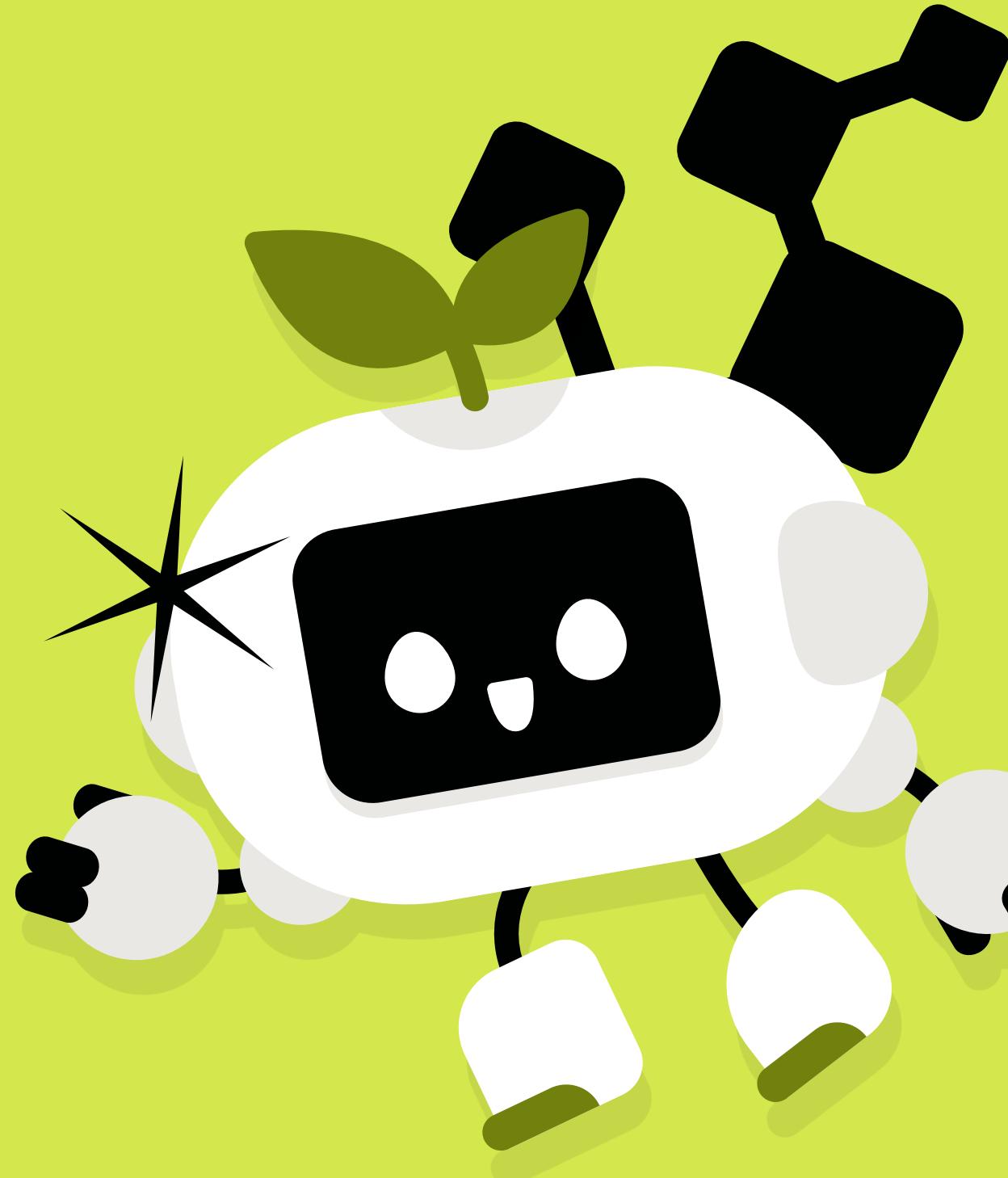
Enter choice: 1

Select difficulty level:

Type

- 1 for easy
- 2 for medium
- 3 for Hard

1|

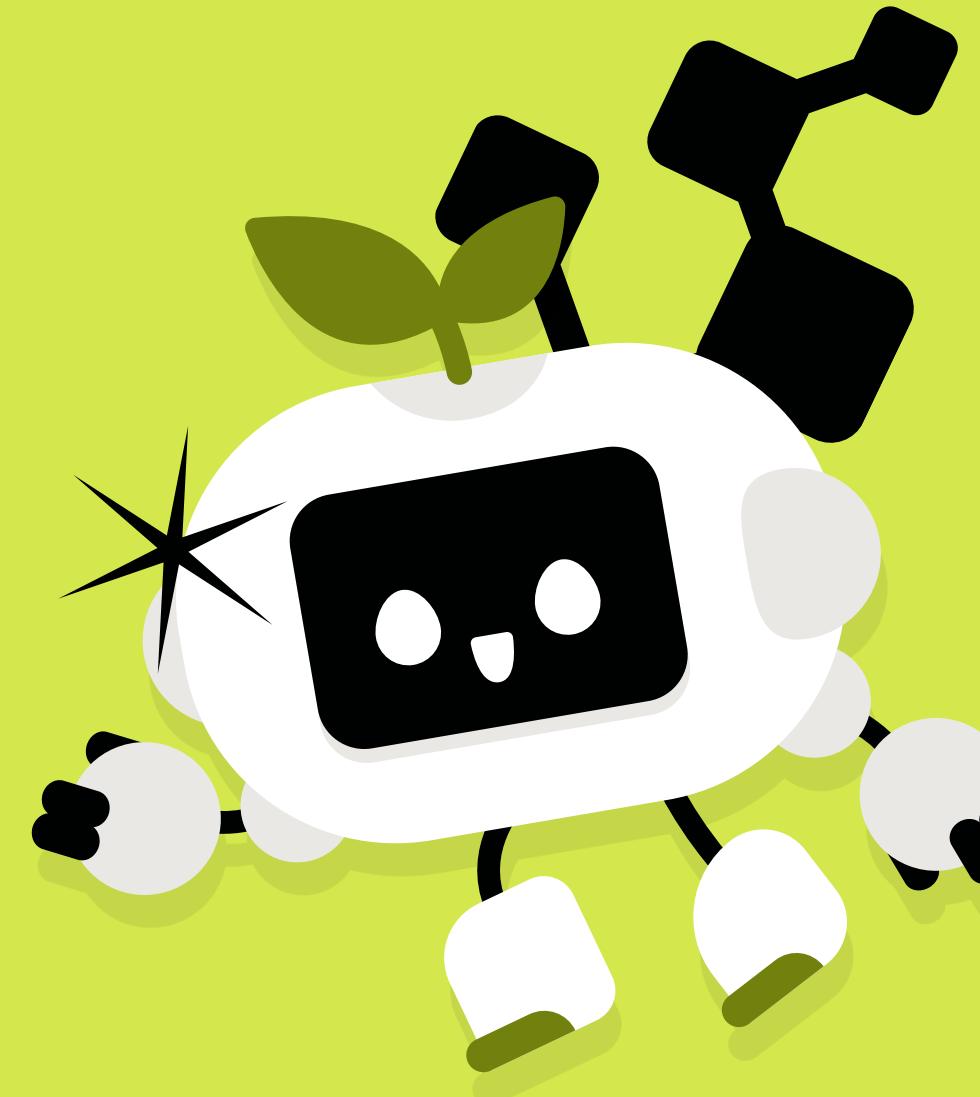


INITIAL GRID

```
===== S U D O K U M A S T E R =====  
Lives: 100 Score: 1000  
--- CURRENT GAME GRID ---  


|   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 5 | 1 | . | 4 | . | 7 | . | 9 | . |
| 2 | 2 | 6 | 9 | . | 8 | 3 | . | . | . |
| 3 | 3 | 4 | . | 5 | . | 6 | 8 | 2 | 1 |
| 4 | 6 | 9 | . | . | 3 | . | 2 | . | 4 |
| 5 | 1 | 3 | . | 8 | . | 4 | 9 | . | . |
| 6 | 8 | 7 | . | 9 | . | 2 | . | 1 | . |
| 7 | 7 | . | 3 | . | 1 | 5 | . | 6 | 9 |
| 8 | 4 | 2 | . | 6 | . | 9 | 5 | 3 | 8 |
| 9 | 9 | 5 | 6 | 3 | . | . | 1 | . | 2 |

  
-----  
Elapsed Time: 00:00:00  
Enter ROW (1-9) COL (1-9) VALUE (1-9), OR 'h' for Hint, OR 'q' to Quit: |
```



LOCKED CELL

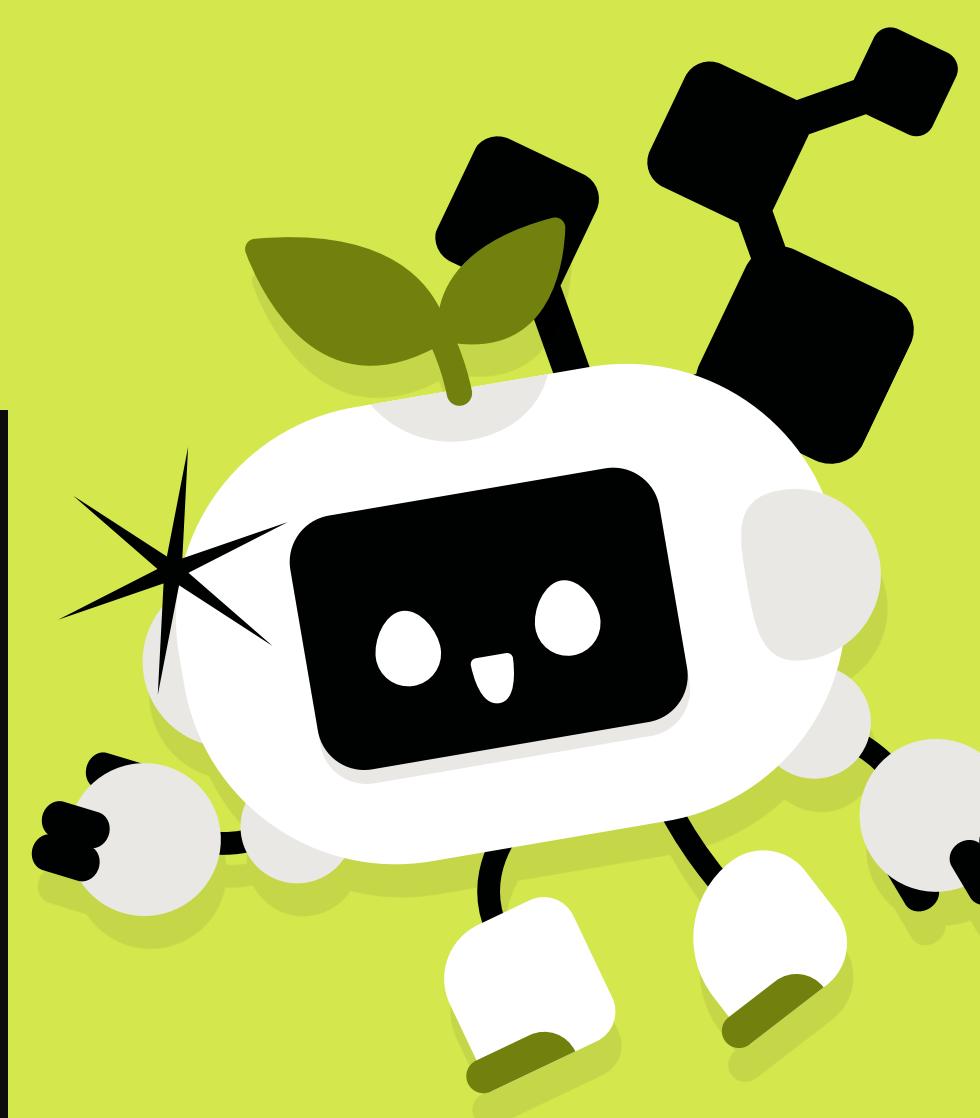
```
=====
 S U D O K U   M A S T E R
=====

Lives: 100      Score: 690

--- CURRENT GAME GRID ---

 1 2 3   4 5 6   7 8 9
 +-----+-----+-----+
 1 | 5 1 . | 4 . 7 | . 9 .
 2 | 2 6 9 | . 8 3 | . . .
 3 | 3 4 . | 5 . 6 | 8 2 1
 +-----+-----+-----+
 4 | 6 9 . | . 3 . | 2 . 4
 5 | 1 3 . | 8 . 4 | 9 . .
 6 | 8 7 . | 9 . 2 | . 1 .
 +-----+-----+-----+
 7 | 7 . 3 | . 1 5 | . 6 9
 8 | 4 2 . | 6 . 9 | 5 3 8
 9 | 9 5 6 | 3 . . | 1 . 2
 +-----+-----+-----+

-----
Elapsed Time: 00:34:04
Enter ROW (1-9) COL (1-9) VALUE (1-9), OR 'h' for Hint, OR 'q' to Quit: 2 1 2
Locked cell! You cannot change this.
```



REVEAL CELL HINT

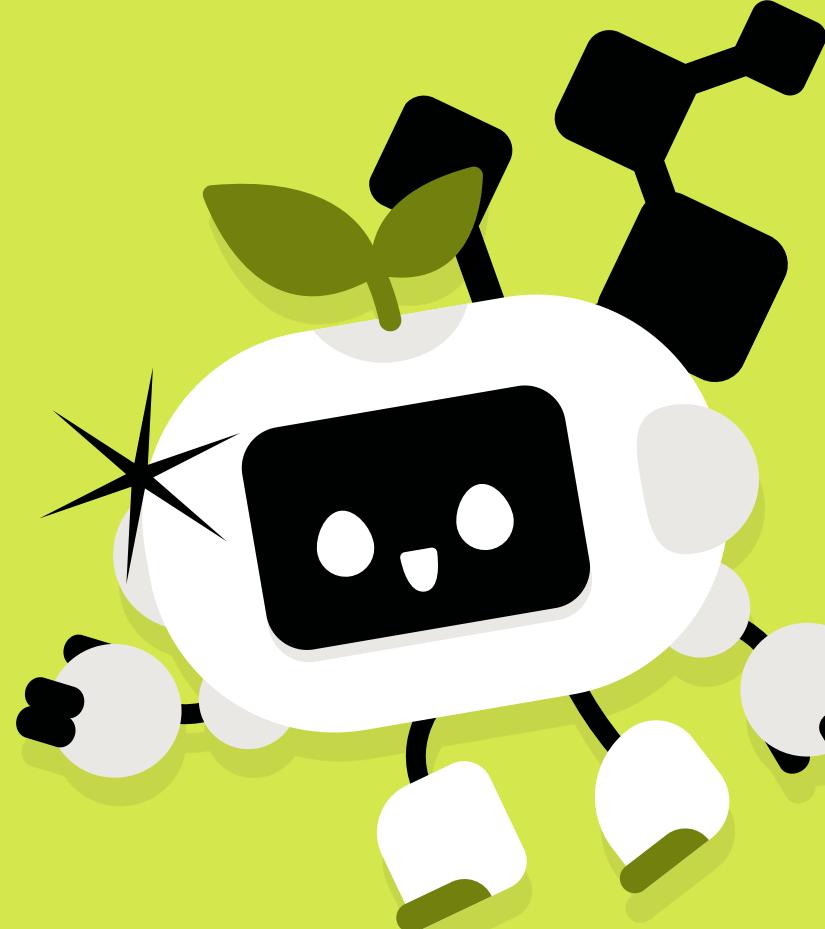
Enter ROW (1-9) COL (1-9) VALUE (1-9), OR 'h' for Hint, OR 'q' to Quit: h

--- CURRENT GAME GRID ---

	1	2	3	4	5	6	7	8	9
1	9	1	2	.	.
2	2	.	.	9	.
3	8	6	2	.	9	.	5	.	.
4	2	.	.	9	3	.	6	.	5
5	.	5	9	6	7	1	4	2	.
6	7	8	.	.	.	2	9	.	3
7	1	7	5	.	8	9	3	.	4
8	6	.	1	.	2
9	.	2	3	5	.	4	7	.	.

Revealed: The number at (7,1) is 1

Press Enter to continue...



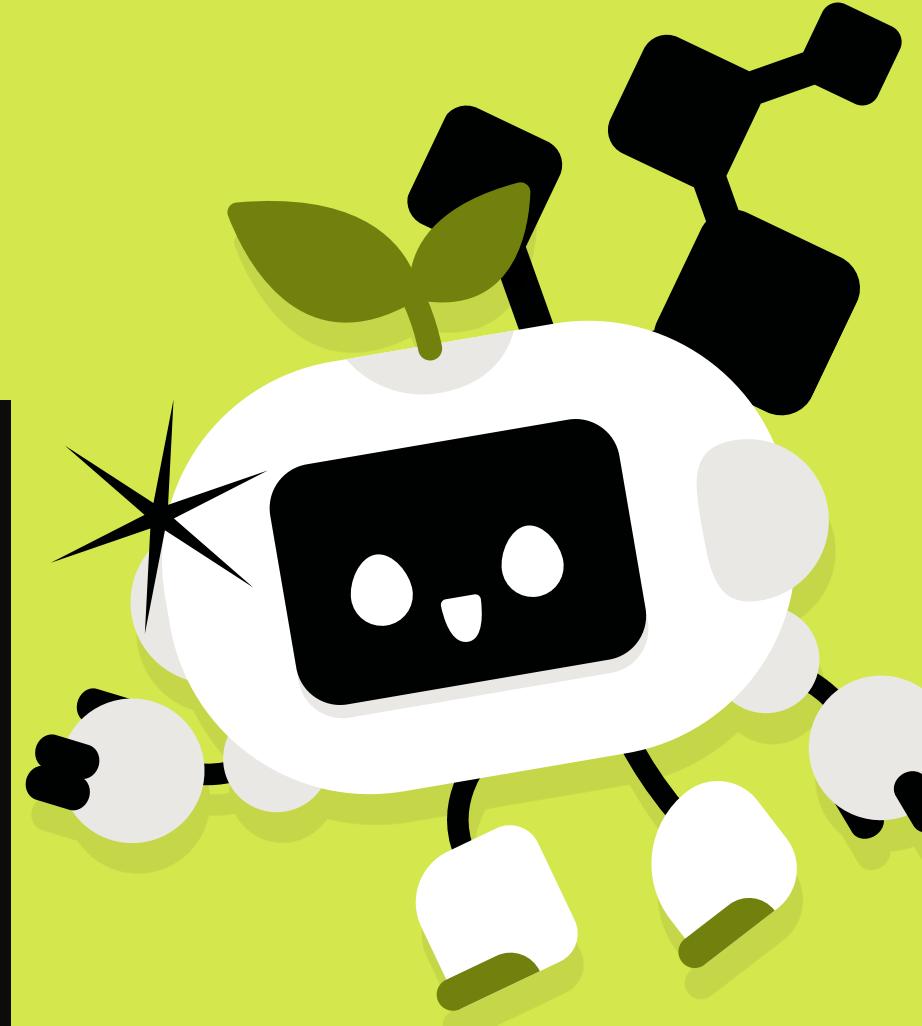
COLORED FEEDBACK

Feedback on your guess: **4**

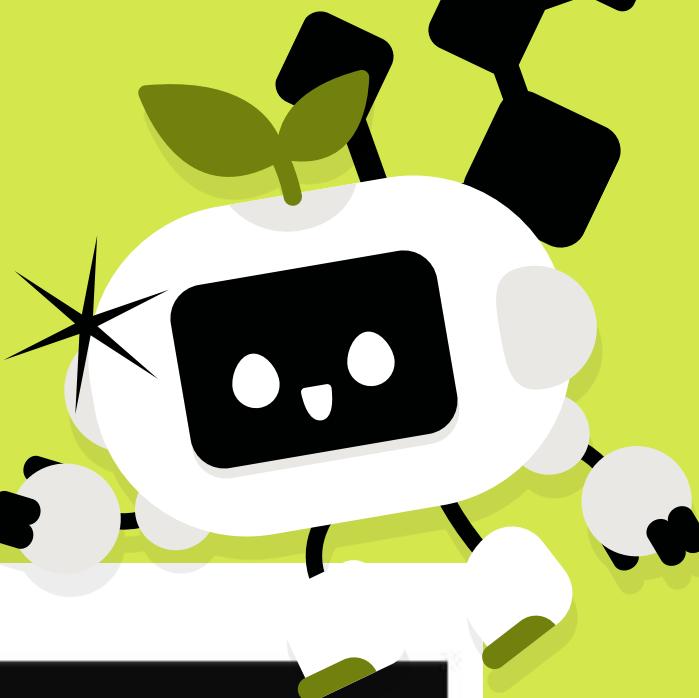
Far off! Try thinking about row, column, and box constraints.

--- CURRENT GAME GRID ---

	1	2	3	4	5	6	7	8	9
1	9	1	4	.	.	.	2	.	.
2	2	.	.	9	.
3	8	6	2	.	9	.	5	.	.
4	2	.	.	9	3	.	6	.	5
5	.	5	9	6	7	1	4	2	.
6	7	8	.	.	.	2	9	.	3
7	1	7	5	.	8	9	3	.	4
8	6	.	1	:	2
9	.	2	3	5	.	4	7	.	.



COLORED HINT



```
=====
SUDOKU MASTER
=====
Lives: 97      Score: 365

--- CURRENT GAME GRID ---

  1 2 3   4 5 6   7 8 9
+---+---+---+
1 | 5 1 8 | 4 2 7 | 3 9 .
2 | 2 6 9 | 1 8 3 | 7 . .
3 | 3 4 7 | 5 9 6 | 8 2 1
+---+---+---+
4 | 6 9 . | . 3 . | 2 . 4
5 | 1 3 . | 8 . 4 | 9 . .
6 | 8 7 . | 9 . 2 | . 1 .
+---+---+---+
7 | 7 . 3 | . 1 5 | . 6 9
8 | 4 2 . | 6 . 9 | 5 3 8
9 | 9 5 6 | 3 . . | 1 . 2
+---+---+---+

Elapsed Time: 00:54:34
Enter ROW (1-9) COL (1-9) VALUE (1-9), OR 'h' for Hint, OR 'q' to Quit: 1 7 6
You updated your previous entry.
```

```
=====
SUDOKU MASTER
=====
Lives: 97      Score: 355

--- CURRENT GAME GRID ---

  1 2 3   4 5 6   7 8 9
+---+---+---+
1 | 5 1 8 | 4 2 7 | 6 9 .
2 | 2 6 9 | 1 8 3 | 7 . .
3 | 3 4 7 | 5 9 6 | 8 2 1
+---+---+---+
4 | 6 9 . | . 3 . | 2 . 4
5 | 1 3 . | 8 . 4 | 9 . .
6 | 8 7 . | 9 . 2 | . 1 .
+---+---+---+
7 | 7 . 3 | . 1 5 | . 6 9
8 | 4 2 . | 6 . 9 | 5 3 8
9 | 9 5 6 | 3 . . | 1 . 2
+---+---+---+

Elapsed Time: 00:55:26
Enter ROW (1-9) COL (1-9) VALUE (1-9), OR 'h' for Hint, OR 'q' to Quit: |
```

- Hint Feature Usage



WIN SCREEN

```
=====
 SUDOKU MASTER
=====

--- CURRENT GAME GRID ---

 1 2 3 | 4 5 6 | 7 8 9
 +-----+-----+-----+
 1 | 5 1 8 | 4 2 7 | 6 9 3
 2 | 2 6 9 | 1 8 3 | 7 4 5
 3 | 3 4 7 | 5 9 6 | 8 2 1
 +-----+-----+-----+
 4 | 6 9 5 | 7 3 1 | 2 8 4
 5 | 1 3 2 | 8 6 4 | 9 5 7
 6 | 8 7 4 | 9 5 2 | 3 1 6
 +-----+-----+-----+
 7 | 7 8 3 | 2 1 5 | 4 6 9
 8 | 4 2 1 | 6 7 9 | 5 3 8
 9 | 9 5 6 | 3 4 8 | 1 7 2
 +-----+-----+-----+
-----
```

CONGRATULATIONS!

You solved the puzzle in 01:10:22 seconds!
With a score of 705

GAME OVER (QUIT) SCREEN

```
=====
 SUDOKU MASTER
=====

Lives: 100      Score: 1075

--- CURRENT GAME GRID ---

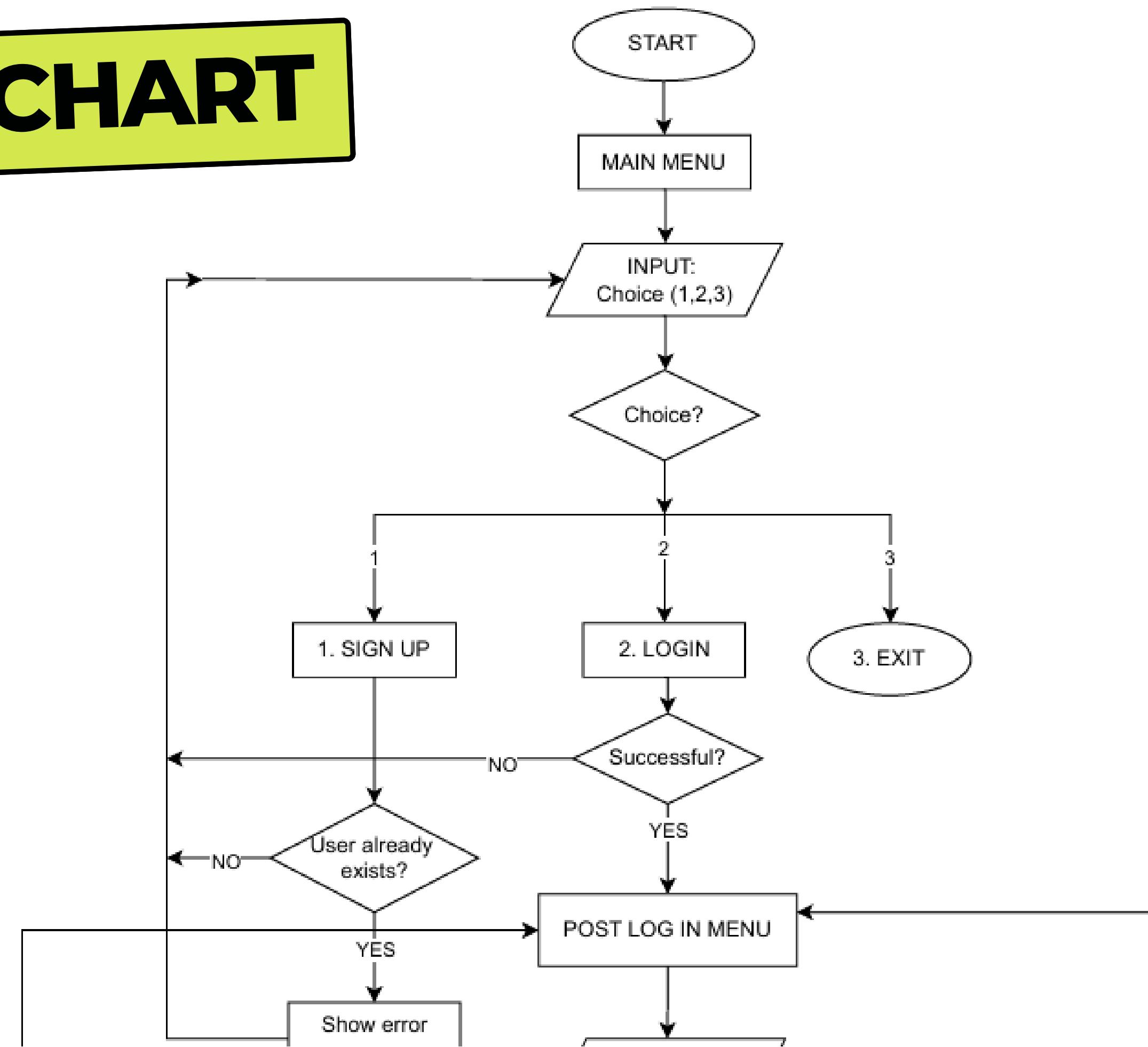
 1 2 3 | 4 5 6 | 7 8 9
 +-----+-----+-----+
 1 | 2 3 4 | . 8 1 | . 5 .
 2 | 9 5 8 | . 6 . | 2 . 1
 3 | 6 1 7 | . . . | 9 . 4
 +-----+-----+-----+
 4 | . 4 . | . . 2 | 6 8 .
 5 | . 8 . | . 5 6 | 4 2 .
 6 | 7 2 6 | . 4 9 | 3 1 5
 +-----+-----+-----+
 7 | 1 7 2 | 6 9 8 | . . .
 8 | 8 9 3 | . . 4 | 1 6 2
 9 | 4 6 5 | 2 1 3 | . 7 .
 +-----+-----+-----+
-----
```

Elapsed Time: 00:00:49
Enter ROW (1-9) COL (1-9) VALUE (1-9), OR 'h' for Hint, OR 'q' to Quit:
q

Game Over!
Player: demo
Time: 00:01:04s

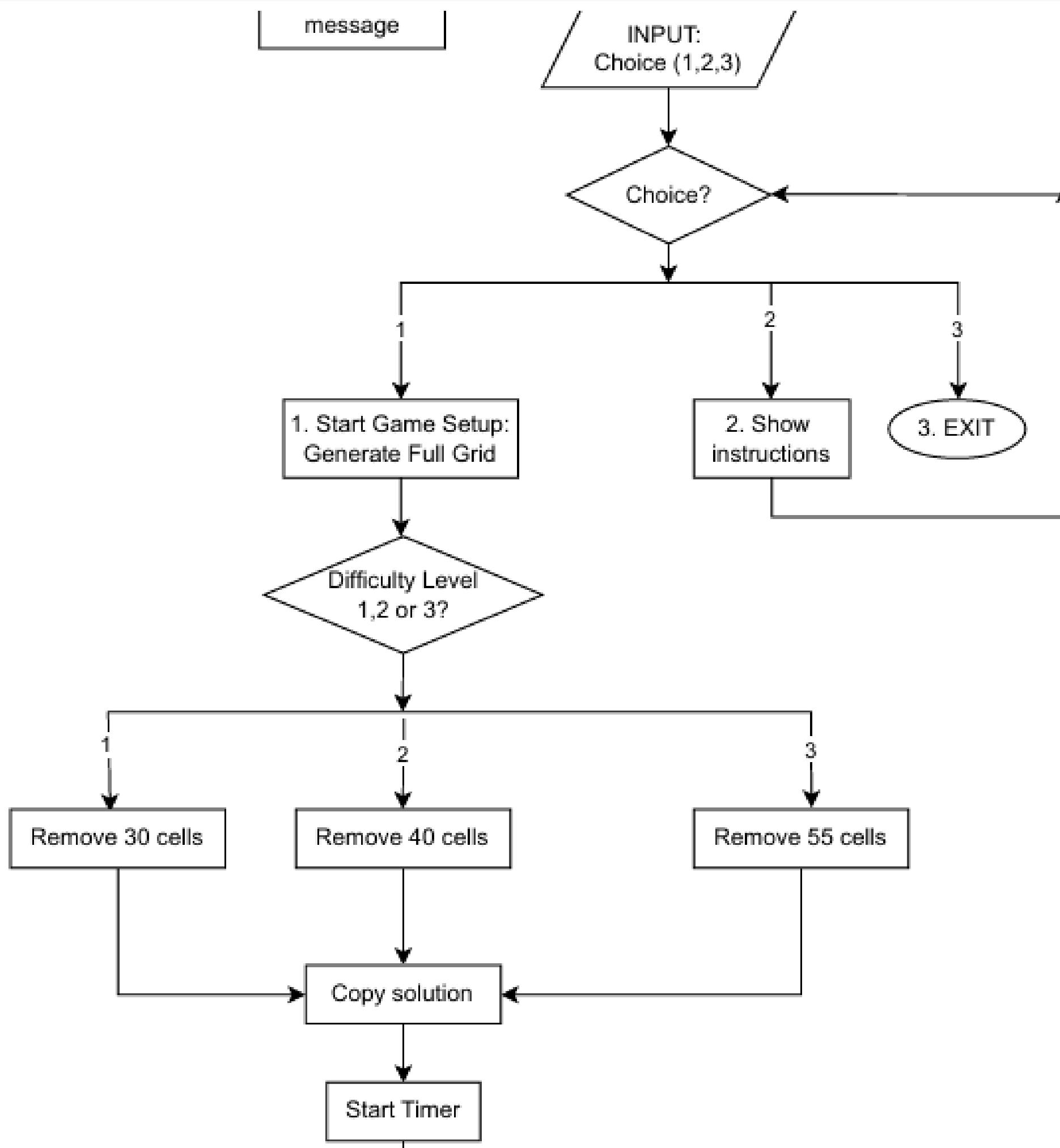
Press Enter to continue...

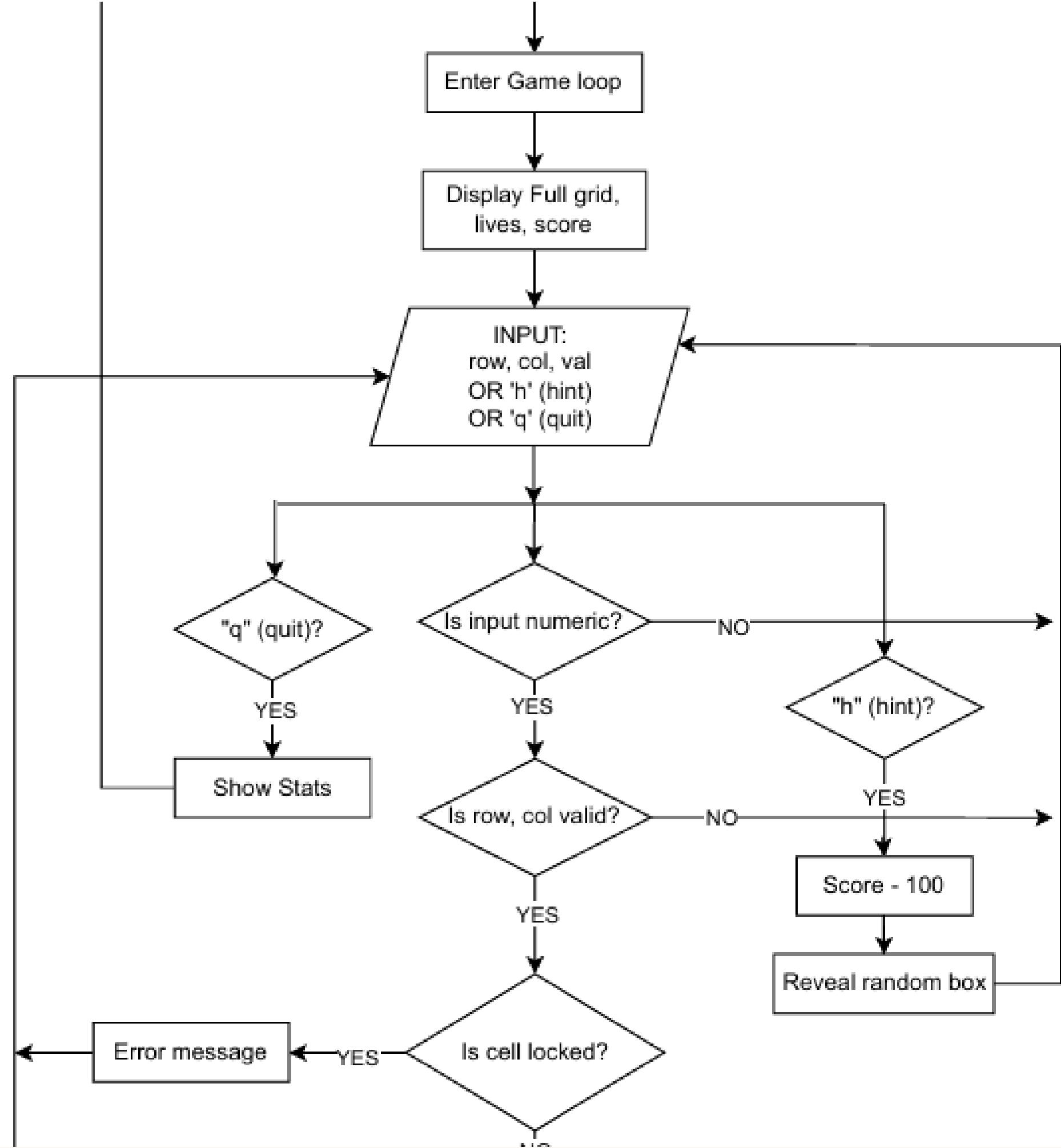
FLOW CHART

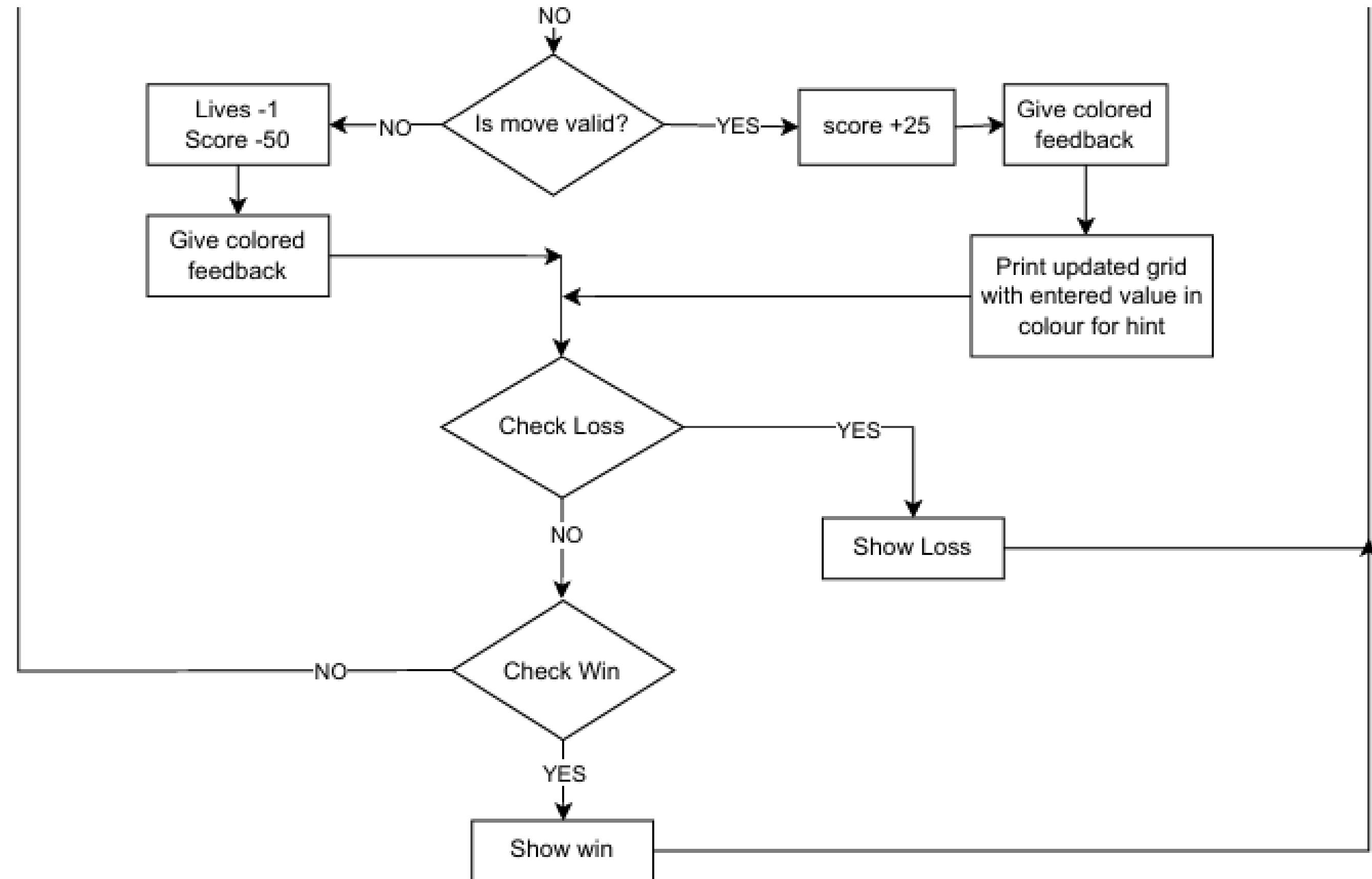


message

INPUT:
Choice (1,2,3)







THANK YOU

