

## SUDOKU GAME REPORT

Sudoku game is well famous and popular game among many players all over the world. This report details the development of a Sudoku game application that is written in Java Script. Traditional Sudoku is a 9x9 puzzle grid made up of nine 3x3 regions. Each region, row, and column contains nine cells each.

The board is comprised of a 9x9 matrix, divided into 9 sub sections

1. Each square can have a number from 1 to 9
2. Numbers must be unique per row
3. Numbers must be unique per column
4. Numbers must be unique per section

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

There are 3 buttons in my project. New Game, Check and Solve button.

**New Game Button:** Once the difficulty level has been selected, each time a new game button is clicked, a new game starts. If the degree of difficulty is not selected, it starts at the easy level.

**Check Button:** The status of the game is checked with the check button after each digit entered. If it is true, it gives a random 'excellent' or 'nice' message. If an incorrect number is entered, the error message is displayed and the row with the error indicates the column or cube.

**Solve Button:** We can see the solution by pressing the solve button of the game we started with the new game button.