

1.

- **Application 1**

The aim of the game is to place 1 to 9 into each grid cell so that each number can only appear once in each row, each column and each mini-grid.

It is a simple sudoku game, with good interface, very acceptable difficult levels, suitable for sudoku beginner to sudoku expert.

Features: 5 levels: beginner, easy, medium, difficult and expert , pencil marks , hints to help user complete hard ones , auto-saving.

The application is similar to our game especially in the grid, hints and time, but there are few differences: our sudoku will include undo button. Secondly, we will not show error message in the top like the application did, we will show it as coloring both blocks into red.[1]

- **Application 2**

Aim of the game is that each row, column, and mini grid(3-3) must contain without repetition of numbers which are 1-9 by given initial state of some numbers.

This application presents us a classic sudoku in more than 50 new ways: Different genres (Classic, Cross, Hyper Sudoku..), different shapes (Single, Double, Triple, Zigzag, Samurai Sudoku), different sizes: 4x4, 6x6, 9x9, 12x12 and 16x16.. The application also includes more than one difficulty levels. This practice improves thinking, intelligence and the ability to compute before seeing options.

The application has similarities with ours about mainly aim, difficulty levels, and hints.

However, we observe a quite clear difference in between our application with this one. Size and types of sudoku. Our application allows to the user only classic sudoku but this application allows different types(Classic, Cross, Hyper Sudoku..) and shapes(Single, Double, Triple, Zigzag, Samurai Sudoku) of sudoku. There is one more important difference is the size. This application contains with 4x4, 6x6, 9x9, 12x12 and 16x16.. sizes of sudoku puzzles. We only offer the classic version. Of course there will might be another differences which we can not seen yet about design and interface.[2]

2.

We had a meeting and we have arrived a conclusion that "The Waterfall" approach is the most suitable software process model for us. This model is not complex and easy to manage and understand. In our project, we will need to deliver phases sequentially when one phase is finished we will do the next phase according to the outcome of the previous phase. Also, we won't be needed any change on the requirements because this is a small project and we have defined all requirements clear and well understood. There are advantages that we consider while choosing it like allows for departmentalization and control. It also provides arranging tasks very easily and well documenting for processes and results. Waterfall present us to make a program with deadlines for each stage of development and a product development process can proceed one by one at the stages of the model. Development expands from concept to design, implementation, testing, installation, troubleshooting and operation and maintenance. Every stage of development proceeds in a strict order.

REFERENCES

- [1] <https://play.google.com/store/apps/details?id=com.coolmango.sudokufun>
- [2] <https://play.google.com/store/apps/details?id=magic.sudoku.pro>