**Goals for project:** Setting individual goals is a good way to keep yourself on track and focused on completing your product.  Use the chart below and refer to the calendar included to create the appropriate number of goals for your project. 

|  |  |  |
| --- | --- | --- |
|  |  | Date Due |
| Goal 1: | Search online for algorithm examples and find a suitable way to write my own Sudoku algorithm. | 5/2 |
| Goal 2: | Write the code to generate a new grid. Use the backtracking algorithm. | 5/6 |
| Goal 3: | Remove one value at a time and apply the backtracking algorithm to see if the resulting grid can still be solved. The resulting grid should only have one solution after removing each random value. | 5/11 |
| Goal 4: | Implement Key Listener and the user interface to allow users to play the game and interact with it. | 5/16 |
| Goal 5: | Make any finishing touches to improve the design of the Sudoku grid and the functions of the code. | 5/18 |
| Goal 6: |  |  |

Note: You won’t necessarily have 6 goals, you may have more or fewer than 6 goals.  The number of goals you actually have will vary depending on your project.

**Benchmarks for Goals**

The next step is to create benchmarks for your goals (a benchmark is a standard by which something is measured or judged.)

For our purposes, a benchmark is what we will be looking for when you have completed a goal.  If your goals are written properly, the benchmark should be obvious.  For example, if the goal is:

*I will create a java applet on a web page that will allow the user to input his/her monthly income and calculate an amortization table.*

Then the benchmark would be the Java applet that calculates the amortization table based on user input.  If it is difficult to come up with a benchmark, you may need to go back and re-write your goal so it is clearer how it will be measured.

Write one benchmark for each of the goals you have written:

|  |  |
| --- | --- |
|  | Benchmark |
| Goal 1 | A good algorithm is found. |
| Goal 2 | A full Sudoku grid is made. |
| Goal 3 | The Sudoku puzzle is made by removing values from the grid. |
| Goal 4 | The user interface is made. |
| Goal 5 | The code is complete, and the design is neat. |
| Goal 6 |  |