

Fun with Solvers

– An exercise in programming –

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As an exercise in programming I want to implement solvers for some commonly known riddles starting with a Sudoku solver. The result shall be a tool generating these riddles for me to play as leisure activity.

This document shall contain the outline of the project with tasks organized in the order I intended to be following.

Every few tasks are grouped in a milestone. I use Git's Issue and Milestone system to track them on GitHub:

☐ 1. All Set Up

- ☐ Decide on programming language
- ☐ Input - How to process it
- ☐ Create a manual

☐ 2. Necromancy - Create a Skeleton

- ☐ Design the UI
- ☐ Implement the Main Menu
- ☐ Implement the Input Windows for each kind of Riddle
- ☐ Implement Game Windows for each Riddle

☐ 3. It's something

- ☐ Implement Sudoku Solver
- ☐ Implement Kakuro Solver

☐ 4. Here's a riddle, have some fun

- ☐ Implement Sudoku Generator
- ☐ Implement Kakuro Generator
- ☐ Implement Shikaku Generator

☐ 5. I ran all the numbers

- ☐ Implement Shikaku Solver
- ☐ Implement SumSum Solver

☐ 6. Smooth Generator

- ☐ Implement Shikaku Generator
- ☐ Implement SumSum Generator
- ☐ Implement Picross Generator

☐ 7. I want to play a game! C:

- ☐ Implement Picross Solver