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SUDOKU-GURU

press spacebar to start
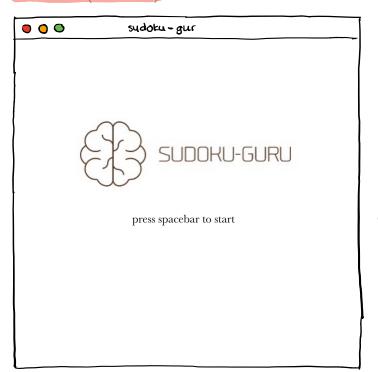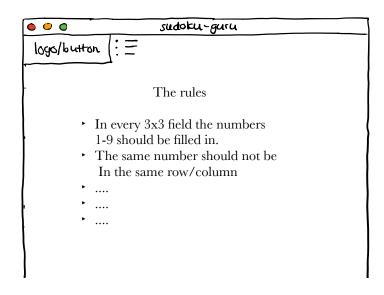
Just a picture or a button?
Button to go to a random Sudoku game?

Or maybe press a key to start instead of only spacebar

General idea of this screen: a picture (or maybe a button) with the logo as a home screen. When the spacebar is pressed, the next screen will be shown. (Other idea is that any key that will be pressed leads to the next screen) Maybe the text "press spacebar to start" will be 'blinking'.
Programming ideas: this screen should be showing at least the image (logo). Possibilities for this will be a **Frame**, a **Canvas** or a **Button**. The **Frame**, **Canvas** or **Button** should not be showing in the next screen, so there should be something like a "**delete**" function be available leaving the screen empty when the spacebar is pressed. The text inside a **Label** or a **Frame** or a **Button**, should be linked to a definition that leads to the next screen. The "**blinking**" of the text I have to see about, since I don't really know how to do this.

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logo/button    ∶ ≡

The rules

‣ In every 3x3 field the numbers
  1-9 should be filled in.
‣ The same number should not be
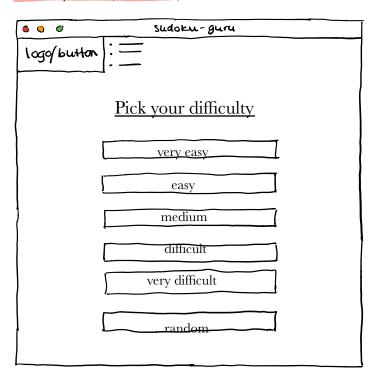   In the same row/column
‣ ....
‣ ....
‣ ....

General idea of this screen: On this screen the rules are shown, this screen does only come up when the 3 dots with stripes next to the logo is pressed. The most beautiful thing would be to create a slide-down box of the rules. When the button next to the logo is pressed again, the screen with the rules will be gone and the screen the user was using beforehand will be returned (the only thing to keep in mind with this is that the information the user had filled into the sudoku should be kept).

Programming ideas: A **Frame** with the rules in this frame. Something like a "**slide-down box**".
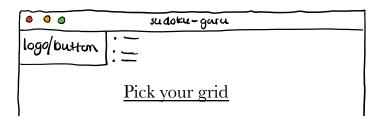
Difficulty screen (screen no.3)
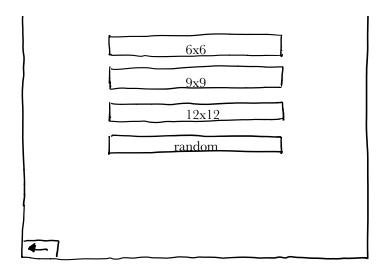


General idea of this screen: The different difficulties go to the screen where the grid is chosen. The difficulties are buttons and there is a **Frame** with the **underlined** text in it. In this screen, as in the other screen following this screen, there is a logo (which is a button going to the home screen), and next to it is the button that will go to the screen with the rules.

Programming ideas: Keep in mind that the difficulties should be remembered, since the difficulty together with the grid size should make up the sudoku grid with the numbers in it.

Grid size (screen no.4)

```
┌─────────────────────────────────┐
│     ┌──────────────────────┐    │
│     │         6x6          │    │
│     └──────────────────────┘    │
│     ┌──────────────────────┐    │
│     │         9x9          │    │
│     └──────────────────────┘    │
│     ┌──────────────────────┐    │
│     │        12x12         │    │
│     └──────────────────────┘    │
│     ┌──────────────────────┐    │
│     │        random        │    │
│     └──────────────────────┘    │
│                                 │
│  ┌───┐                          │
│  │ ← │                          │
└──┴───┴──────────────────────────┘
```
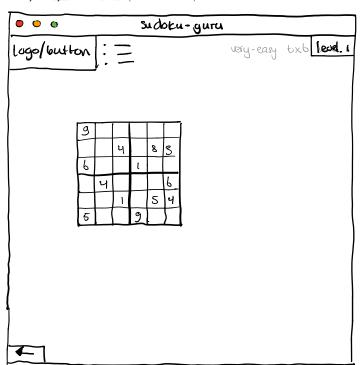
General idea of this screen: same as the screen above, only the different buttons of the grids go to the sudoku screens with the different grid sizes.
Programming ideas: keep in mind that the grid sizes, as well as the difficulty level, should be remembered.

Very-easy board 6x6 (screen no.5)

```
┌──────────────────────────────────────────┐
│ ● ● ●           sudoku-guru               │
│ ┌──────────┐ ┌─────┐                      │
│ │logo/button│ │ ∶ ≡ │  very-easy  6x6 │level.1││
│ └──────────┘ └─────┘                      │
│                                           │
│         ┌───┬───┬───┬───┬───┬───┐         │
│         │ 9 │   │   │   │   │   │         │
│         ├───┼───┼───┼───┼───┼───┤         │
│         │   │   │ 4 │   │ 8 │ 3 │         │
│         ├───┼───┼───┼───┼───┼───┤         │
│         │ 6 │   │   │ 1 │   │   │         │
│         ├───┼───┼───┼───┼───┼───┤         │
│         │   │ 4 │   │   │   │ 6 │         │
│         ├───┼───┼───┼───┼───┼───┤         │
│         │   │   │ 1 │   │ 5 │ 4 │         │
│         ├───┼───┼───┼───┼───┼───┤         │
│         │ 5 │   │   │ 9 │   │   │         │
│         └───┴───┴───┴───┴───┴───┘         │
│                                           │
│  ┌───┐                                    │
│  │ ← │                                    │
└──┴───┴────────────────────────────────────┘
```

General idea of this screen: this is an example of grid size 6x6 with the very-easy difficulty level, there are many different difficulty levels, and different grid sizes. I also want to have different levels inside the different difficulty levels. The levels should be on a different screen, or an **OptionMenu**.
Programming ideas: make the grid in a **Frame** inside a **Frame**. Make the different cells, maybe in a for-loop or else one-by-one. The **OptionMenu** should have about a 100 levels with each difficulty level, and grid size.