Sudoku Rubric

1. Appearance (View Component(s)) - (**5pts** matching appearance i.e. 9x9 grid):
    - At least one custom Frame that extends from QWidget's class
        - **(3pt)** In the constructor load the sudoku file
        - **(2pt)** The values must be set on the associated buttons, and locked so that they cannot be changed
    - Bind the buttons:
        - **(1pt)** Left-Click Goes Up (can check which button via mouse events)
        - **(1pt)** Right-Click Goes Down
        - **(1pt)** Cycle if at 9 or 1
        - **(3pt)** Change to next available number (i.e. not used or violate rules)
        - **(2pt)** If no number valid for button make red(bad color) and blank
        - **(2pt)** If change to a valid number and all other positions set - win(change to good color)
2. Game Logic (Model Component(s)) - (**5pts** matching behavior)
    - Checking if number is valid in a spot
        - **(2pt)** Checks the row
        - **(2pt)** Checks the column
        - **(3pt)** Checks the 3x3 grid
    - **(3pt)** Detect no more valid spots when none exist
    - **(3pt)** Detect win
3. Controller and Other requirements
    - **(1pt)** Must use external QtWidgets module
    - **(1pt)** Must use either a list or dict to store the buttons/values