ECOs for Project Phase 1

**Problem Description:** Section 4 was not completed in the SDS.

**Problem Solution Proposed**: Added information to section 4 that reflects the SRS and our GUI design.

**Expected Impact of Change**: No impact at this stage in the design.

**Problem Description:**  3.2.1.3.5 Does not discuss time requirements given in the SRS.

**Problem Solution Proposed**: Added information on time requirements, and plans to optimize the code if the time requirement is not met.

**Expected Impact of Change**: No impact at this stage in the design.

**Problem Description:**  3.2.2.3.6 Gives acceptable range of time up to 30s, SRS says 25s

**Problem Solution Proposed**: Change information on time requirements, and plans to optimize the code if the time requirement is not met.

**Expected Impact of Change**: No impact at this stage in the design.

**Problem Description:**  3.2.3.3.5 Does not discuss time requirements given in the SRS.

**Problem Solution Proposed**: Added information on time requirements, and plans to optimize the code if the time requirement is not met.

**Expected Impact of Change**: No impact at this stage in the design.

**Problem Description:**  3.2.3.3.2 Iteration variable for inner loop defined as ‘k’, but implemented as ‘j’

**Problem Solution Proposed**: Change ‘k’ to ‘j’ in the initialization of the iteration variable.

**Expected Impact of Change**: When implemented code will actually execute!!!!!!!

**Problem Description:**  The ability to choose the difficulty level is defined in the SRS, but no specifics about the difficulty settings are offered.

**Problem Solution Proposed**: Define the difficulties as such: Easy: 40 input boxes to be solved. Medium: 46 input boxes to be solved. Hard: 50 input boxes to be solved.

**Expected Impact of Change**: No impact at this stage in the design.

**Problem Description:**  Locations of the given values are not set to ensure that the puzzle will be solvable from the clues given.

**Problem Solution Proposed**: As with pen-and-paper Sudoku, define that each row and column must have at least one value given. If the random generator does not provide this, repeat the algorithm that chooses given fields.

**Expected Impact of Change**: No impact at this stage in the design.

**Problem Description:**  Sudoku rules define that each digit (1-9) must appear at least once as a given value.

**Problem Solution Proposed**: If the randomly assigned given values does not meet this, repeat the algorithm that chooses given fields.

**Expected Impact of Change**: No impact at this stage in the design.