MUST

1. Fix entered cells so they cannot be changed
2. Clear the game to start again
3. Unfix the cells so all can be changed
4. Enter a value for a cell
5. Keep track of # of moves
6. Keep a history of past moves
7. Undo a move (repeatedly)
8. Hint of possible values for a cell
9. Get by row
10. Get by column
11. Get by square
12. Check that there no duplicates in a row
13. Check that there no duplicates in a column
14. Check that there no duplicates in a square
15. Check that the game is solved
16. Hint of impossible values for a cell
17. Get all used values for a row
18. Get all used values for a column
19. Get all used values for a square
20. Check if row has one of each number
21. Check if column has one of each number
22. Check if square has one of each number

SHOULD

* NOT have duplicate code
* Only allow appropriate values
* Allow DUPLICATE value entry
* Play with values 1,2,3,4 and square is 2\*2
* Play with values 1,2,3,4,5,6 and square is 3\*2
* Play with values 1,2,3,4,5,6,7,8,9 and square is 3\*3
* Keep track of elapsed time

COULD

* Import CSV
* Export CSV
* toString

NOT WANTED

* Generate a random puzzle
* Solve automatically
* Irregular shaped “squares”