1.) Sudoku Game/Puzzle Solver

2.) Matt Dean-Hall | Mitchell Baer | Eric Celerin

3.) Java GUI Game with a built in solver. Takes .txt file inputs for preset puzzles

as well as an option to make your own puzzle given that it doesn’t violate the rules of the game. (Extended list down below)

4.) Given our experience and programming abilities, this seems like a perfect project,

to test the logic end of things as well as the graphical side of things and algorithms.

5.) Java

6.) GUI

7.) Getting everyone's separate pieces to work together and using github

8.) We're going to use Github because nobody in the group really has experience with it, so it will be good to learn.

9.) Each team member is expected to program 3-4 hours outside of class.

Going to use MVC model for software projects to avoid as little conflicts as possible.

10.)

Member 1: Mitchell

Member 2: Matt

Member 3: Eric

-As team member 1 (Mitchell), I want a solve function to help out the user and to get a solution to the puzzle. (Cheater) - 2 days

-As team member 1 (Mitchell), I want a set of rules to insure the user doesn’t cheat or break the rules. - 8 hours

-As team member 2 (Matt), I want a GUI to make the user experience more pleasant. - 2 weeks

-As team member 2 (Matt), I want a connection to a server for multiplayer capabilities. - 2 weeks

-As team member 3 (Eric), I want a generate your own puzzle option to ensure optimal user experience - 2 days

-As team member 3 (Eric), I want extended GUI features (scrolling, options, colors, etc). - 1 week

Total Time: 6 weeks