MoSCoW List

Must Haves:

(Part of the requirements)

* Set the max value
* Get max value
* Return gameboard array
* Set the gameboard array
* Set the square width
* Set the square height
* Set a cell by column
* Set a cell by row
* Set a cell by square
* Return a value at a cell by column
* Return a value at a cell by row
* Return a value at a cell by square
* Convert a CSV string to array
* Convert an array to a CSV string
* Set a cell based on index
* Get a cell based on index
* Display a 1-D array as a pretty string

(Extra Features)

* Return a list of a selected column
* Return a list of a selected row
* Return a list of a selected square
* Check if a row is valid
* Check if a column is valid
* Check if a square is valid
* Return possible values in empty space in row
* Return possible values in empty space in column
* Return possible values in empty space in square
* Reset Game
* Cells containing data are Read-Only
* Ensure user input is within a valid range
* Check if row/column/square contains blank values
* Check if row/column/square contains numbers within a valid range
* Check if row/column/square contains duplicate numbers

Should Haves:

* Store each turn
* Ability to go back a turn (undo)
* Count how many turns the player has made

Could Haves:

* Ability to go forward (redo)
* Start timer
* Stop Timer
* Return time played
* Number of blank spaces remaining

Wont Haves:

* Solve the puzzle
* Create puzzles without any input
* Check if a puzzle can be solved
* Read from file
* Save to file