05 APR 2023 DRAFT

Side Project

Coloured Magical Square Programming / Implementation

* Language : Python (as text-based)
  Unity C# (as available time)

Step

Initialize 2
⓪ Create an array of 10 by 10 or ~~4 by 4~~
3 by 3 as minimum ;
the array should be 'char'
- Character Array (element with only 1 v)
- Int Array (element contains from 0-9)

Substring

Initialize curr-row = 0;
① Random generate a row of element at row 0, then current row += 1;

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② follow the rule of following stated. needed
- If current-row (c-r) = 0, no checking
- if c-r = 1, check ~~row 0 element~~ element in row 0 in corresponding column

⇒ if c-r = α, check row from 0 to curr-row - 1 corresponding columns.

③ After matrix is filled;
generate next matrix same as step ①

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④ ~~Just~~ Joining two matrix element in list format.

column = [ ]
row = [ ]
⇒ * rows.append (column) is recommend to new "line".

~~Diagonal~~ (Diagonal Rule is not a must)
⇒ So not implemented.
been