**OOADJ ASSIGNMENT: PROJECT DEFINITION AND USE CASE DIAGRAM**

**PROBLEM STATEMENT:  
To build an application which enables users to play a game of sudoku with suitable front end and the ability to play multiple levels with appropriate solutions.**

**Use cases diagram:**

**Diagram

Description automatically generated**

**The use case diagram has use cases marked in certain colours:  
1. blue: use-cases associated to the user directly**

**2. yellow: generalised categories**

**3. green: core logic of the game and internal use cases of the application. (They are included)**

**4. orange: extended use cases as per user choice.**