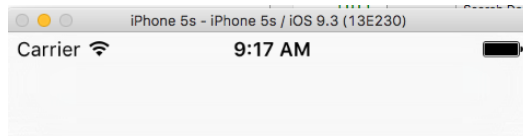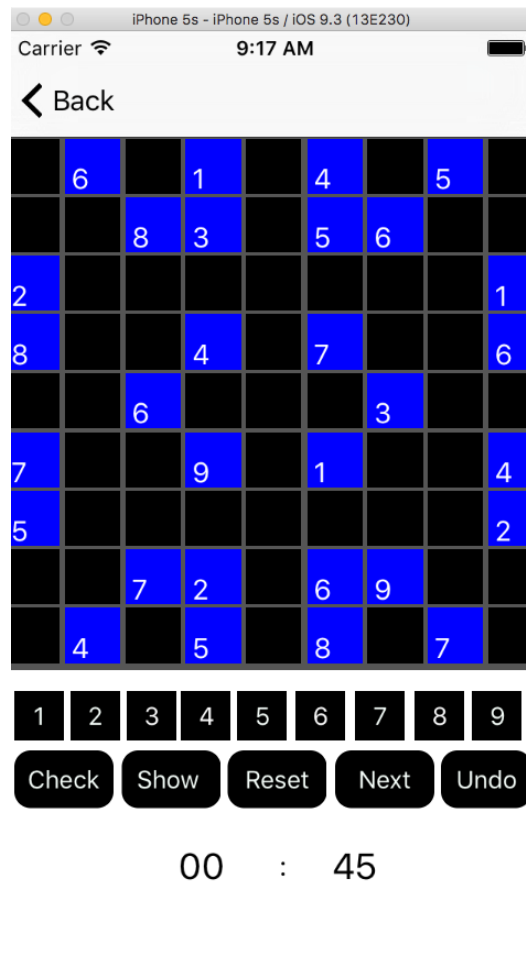# Sudoku App

Sudoku App is puzzle solver game with built in two puzzle user have to complete the 9*9 grid in order to win the game bu not repeating any number from 1 to 9 in row and coloum.

I have implemented a startup screen by which user will be able to go to main puzzle done using Segway feature of Xcode.
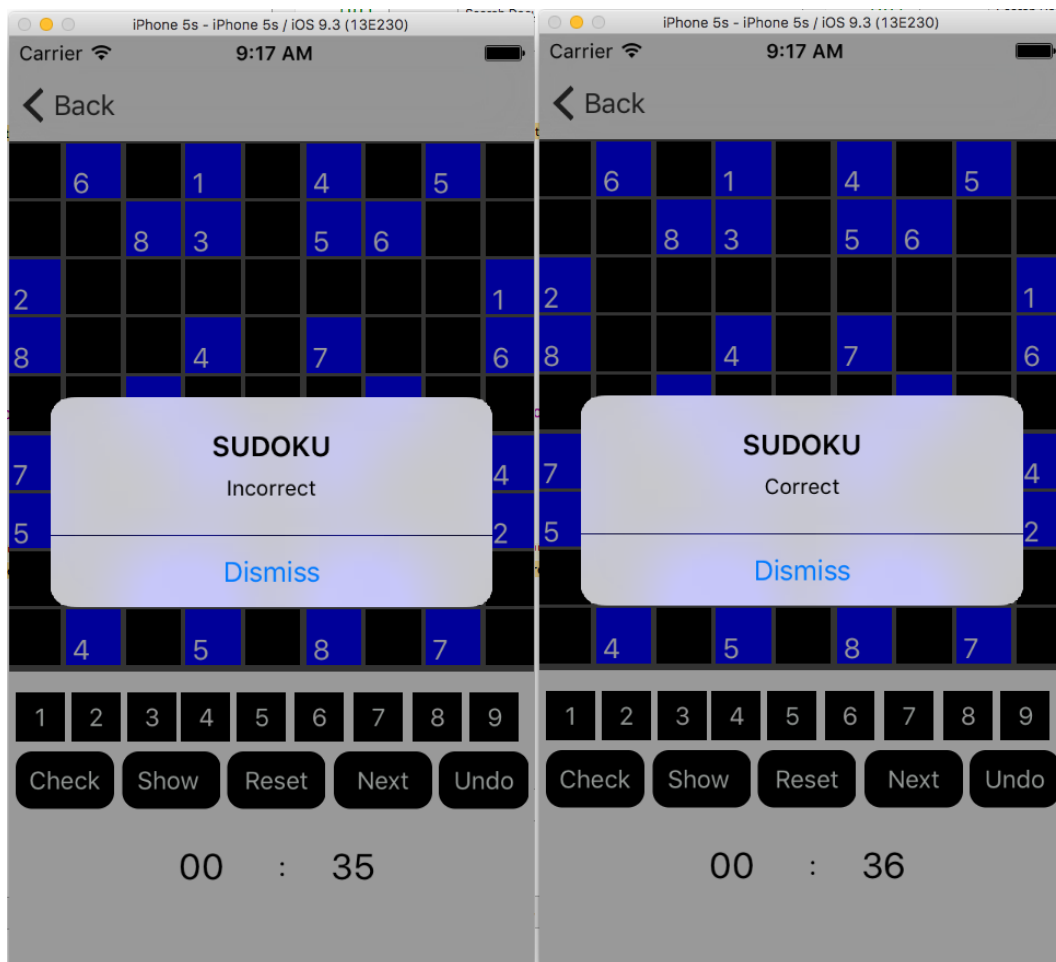
As soon as the user starts the puzzle timer will start enabling him to know how much time he is taking to solve the puzzle. As soon as he clicks next button new puzzle will load and timer will reset.
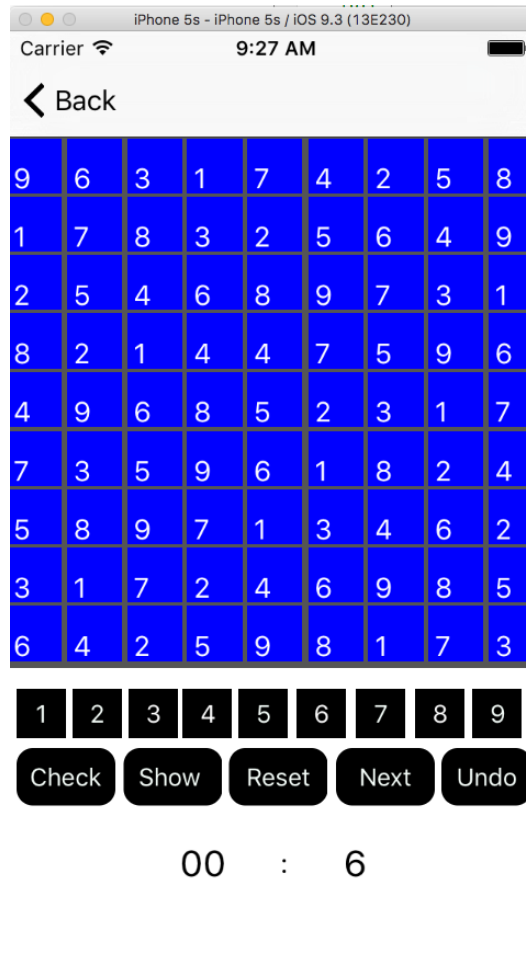
Undo button will undo his last move if want to change the value of the last input he have made.

Check button will check the answer and will show him incorrect or correct.

Show button will show him the answer of the puzzle on which he is.

Reset Button will reset the whole game and will start the game from starting

Carrier 🗢   9:17 AM

Back

6   1   4   5

8 3   5 6

2   1

8   4   7   6

SUDOKU

Incorrect

Dismiss

7   4

5   2

4   5   8   7

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Check   Show   Reset   Next   Undo

00 : 35

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6   1   4   5

8 3   5 6

2   1

8   4   7   6

SUDOKU

Correct

Dismiss

7   4

5   2

4   5   8   7

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Check   Show   Reset   Next   Undo

00 : 36

9	6	3	1	7	4	2	5	8
1	7	8	3	2	5	6	4	9
2	5	4	6	8	9	7	3	1
8	2	1	4	4	7	5	9	6
4	9	6	8	5	2	3	1	7
7	3	5	9	6	1	8	2	4
5	8	9	7	1	3	4	6	2
3	1	7	2	4	6	9	8	5
6	4	2	5	9	8	1	7	3

1   2   3   4   5   6   7   8   9

Check   Show   Reset   Next   Undo

00 : 6

Timer freezes when user will click show answer

I have also implemented sounds when user will click to enter value, undo move and when the answer is correct or incorrect in order to make game bit interactive.