Statement  
of Work

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**Statement of Work for a Simple Sudoku Game**

We propose to build a Sudoku game. Sudoku is a number puzzle game that is logic based, with the objective to fill a 9x9 grid with digits so that each column, each row, and each of the nine 3x3 sub-grids contains all of the digits from 1 to 9, inclusive. The Sudoku game would provide various puzzle sets, which are partially completed grids. The game would provide hints to the user, and it would determine when the Sudoku grid has been completed successfully.

The Sudoku game will be developed by three people: Lori Gildersleeve, Cody Nelson, and Jennifer Martin. It will be built primarily with the Java 1.7 language, with the plan for it to be deployed on a single user machine. The source code will be housed in a Git repository, which will be accessible via a URL.