# Functional Requirements

* **The system shall provide a gaming phase.**
* **The system shall keep track of all games:** 
  + **Won (finished)**
  + **Started (started but not finished)**
* **The system shall resume unfinished games**
* **The system shall keep track of the best times of resolution.**
* **The system shall provide a section named “Rules”, which shall contain a guide on how to play.**
* **The system shall be able to solve sudokus.**
* **The system shall provide hints (on request), showing the next number to be placed in a cell.**
* **The system shall register notes for each cell during the gaming phase.**
* **The system shall select different sudokus basing on the difficulty level.**
* **The system shall provide a scoring system.**
* **The system shall provide the possibility to delete unfinished games.**
* **The system shall keep track of the following user preferences, using settings:**
  + **Show/hide timer**
  + **Show/hide score**
  + **Enable/disable hints**
  + **Enable/disable dark mode**
* The system shall share finished games by taking an image of the grid.
* The system shall provide different backgrounds for the UI.
* The system shall provide a daily challenge system.
* The system shall provide a ranking board.

I requisiti non in grassetto sono idee iniziali, ma non implementate.