AS1 REPORT

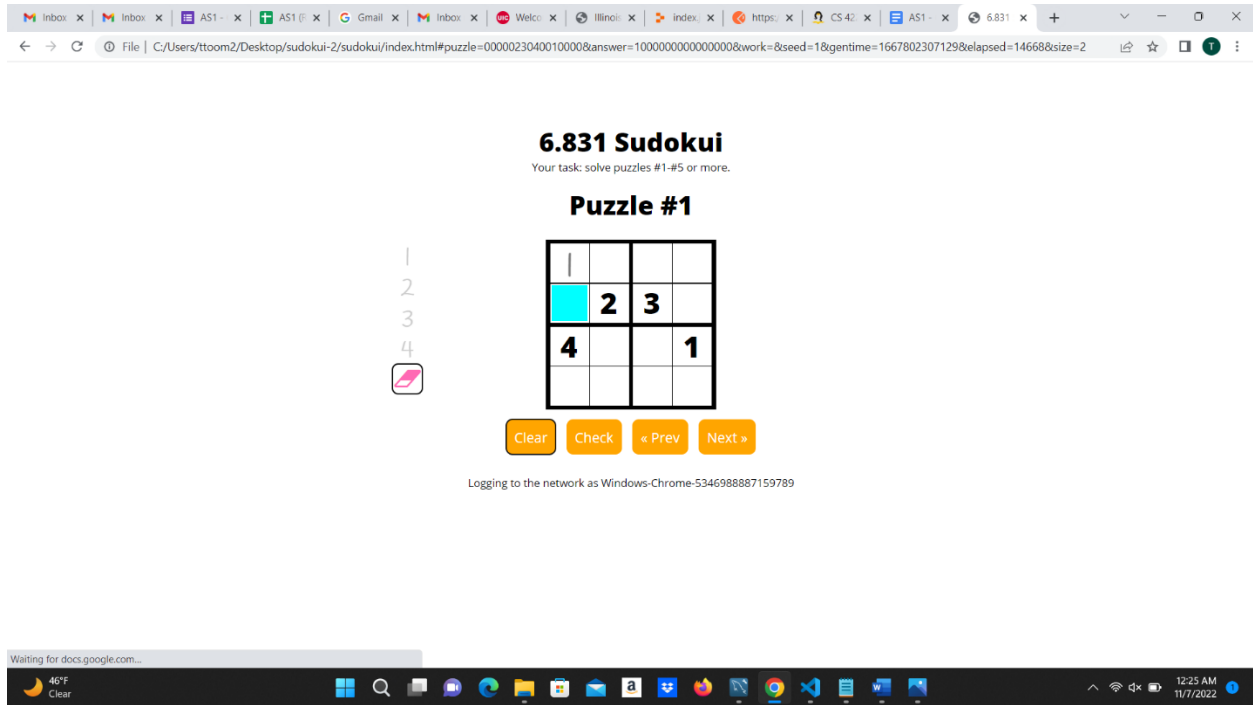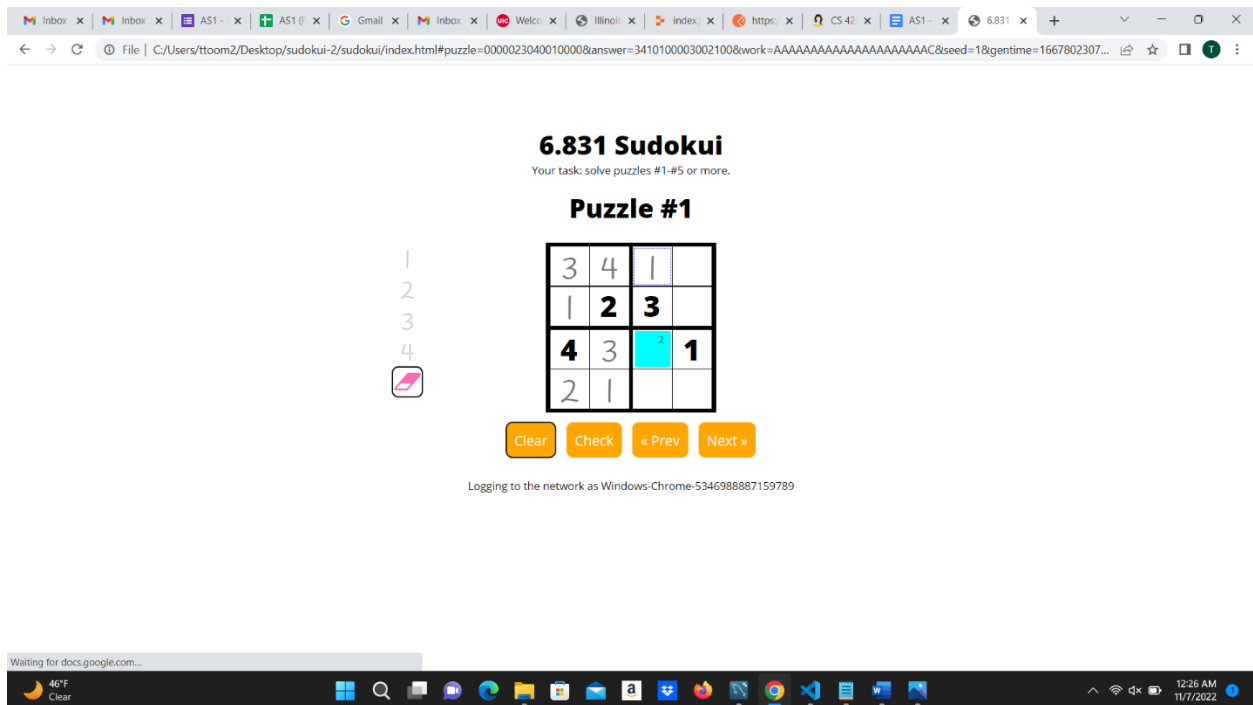**1. Problem:** Chose to improve sudoku interface.

2. Collaborators: I had no collaborators.

3. Illustration:

Screenshot showing number entered through keypad using number keys. The focus indicator can also be moved using arrow keys. Only valid numbers (1-4) will be accepted.

Screenshot showing using of shift key to mark the number as additional note.

4. Experimental Hypothesis: The B version accepts keyboard input events to control the movement of the focus indicator and allow state changes on the board for faster movement as keyboard is faster to type on rather than having to aim with a mouse.

5. New Logged Events:

- **keyboard_move** - is fired if a keyboard event is corresponding to the movement of the focus indicator.

```JSON
{
    prevPos - previous position of the focus indicator
    curPos - current position of the focus indicator
    direction - direction of movement of focus indicator
}
```

- **keyboard_move_illegal** - is fired instead of keyboard_move when a keyboard press is detected to move the focus indicator outside the available cells.

```JSON
{
    prevPos - previous position of the focus indicator
    curPos - current position of the focus indicator
    direction - direction of movement of focus indicator
}
```