Features:

1. Get valid values \*
2. Get row by index \*
3. Get column by index \*
4. Get square by index \*
5. Is row valid \*
6. Is column valid \*
7. Is square valid \*
8. Is puzzle valid \*
9. Timer ( time spent on puzzle ) I \*
10. Hints ( uses get valid values ) \*
11. Reset progress \*
12. Save in progress
13. Load in progress
14. Generate score ( based on time(uses target time), size of grid, and hints used, and number of non-blank squares at start of puzzle) I \*
15. Set target time I \*
16. Check finished puzzle, get number of wrong squares (Cell validator)
17. High score for each puzzle \*

Game Editor

1. Create empty template I \*
2. Is valid puzzle (for saving)
3. Loading csv file
4. Saving csv file

13 things to do + interfaces

Everyone does the unit tests for their new functions 🡨

Jared – Generate score (based on time(uses target time), size of grid, and hints used, and number of non-blank squares at start of puzzle), Reset progress, High score for each puzzle

Sam – save and load.

Tim – Hints, Cell validator, is puzzle valid for saving, do reset interface

Liam – Timer (time spent on puzzles in seconds), set the target time, Create empty template ( takes size and generates empty grid )