Final Phase:

For the final phase, the Sudoku puzzle was fully completed until the testing with the entire project was put into effect. When the user would choose Sudoku from the main menu, played the game and pressed the ‘Exit’ button it would then exit out of the entire program, instead of going back to the main menu. With the help of my teammates, I became aware of this problem as I was not having it until I started testing the entire program for myself. The solution that would fix this problem would be to remove the ‘Exit’ button and have the user click the ‘X’ in the top right-hand corner in order to close out the game once it was solved. By doing this, it would not close the entire project and the user could continue to choose another game to play from the main menu.

Text, table

Description automatically generated

Figure 1: Sudoku game once initiated from the main menu. Removed the ‘Exit’ button, once game is complete user will use the ‘X’ in the right-hand corner to exit the game. Once complete will bring user back to main menu.

Conclusion:

Throughout the 8 weeks, I enjoyed working with the team to accomplish the weekly objectives for the class. From my personal experience, I have not worked with a group doing an entire project online. Each team member worked well together with completing their portion of the project so that we could be successful. Our means of communication was on point. I personally had never used either Discord or GitHub before, so this was a learning experience for me. The overall game suite coming together watching it grow week after week was interesting. The problems that we encountered over the weeks, we would come together as a team and identify the problem and figure out a solution together on how we could make it better. The final production was overall a success in what we needed to fulfill for the assignment.