For Phase II, the Sudoku puzzle is a working prototype. The production of the Sudoku game having one difficulty level across various games was a better option for the game development. The code now has zero errors and runs. Once the code has ran, the first initial game is displayed. The user will have the option to proceed with that game and filling in the missing numbers. If the user chooses not to complete the first initial game that is generated, then there will be an option to choose a new game. As they keep choosing the new game option, a new game will be loaded and displayed to the user. One change that I am trying to configure code for would be to add a timer. The timer would show the user how much time it took them to complete the puzzle. The timer would automatically stop and calculate the time once the puzzle has been completed. Throughout the upcoming week I will be working on the timer portion of the code to see if it could be incorporated. The timer would be a great feature, just in case the user would like to know the time it took for them to complete and if they wanted to improve on their time.

Proceeding with what I have for this phase, I was continuing minor testing to ensure that the Sudoku was still producing the product that I needed it to. I would like the timer to be displayed beside the ‘Exit’ button. At the initial start of the game, it will start as 0:00 until the user makes the first move then the timer will begin to count upward. At the end of the completed game the timer will show how much time it took for the user to complete, location still beside the exit.

Calendar

Description automatically generated

Timer Location start time 0:00

Figure 1: User is presented once Sudoku is chosen from the main menu. Timer will be displayed as 0:00 location beside the ‘Exit’ button.

Table

Description automatically generated

Timer Location: completed time

Figure 2: User has completed the game. User can select New Game to play again (new game board generated) or Exit Game to be directed to the main menu. Game completed the timer will display the time taken to complete the puzzle.