For Phase III, the Sudoku puzzle was being tested throughout the week for continuity purposes. Mentioned in phase II, I was going to attempt to incorporate a timer. As I was doing this the code was having issues, so I decided not to continue with adding the timer, being that I had a working project/prototype to begin with. The code for the sudoku puzzle went through testing well and did not produce any errors. Once the user chooses Sudoku from the main menu, the initial game will be displayed to the user. The user will still have the option to proceed with that game or choose a new game by clicking “New” to be shown a different board. As the user continues to enter the numbers in the appropriate box, the “Check” option can still be used while playing the game so the user can see the progression of the game. To choose a number, the user simply selects any number they would like to start with. Once the user finishes inputting the numbers in the boxes the number will no longer be able to get clicked on and will grey out. This acknowledges to the user that the number chosen is completed and proceed to the next number. When the user has completed the puzzle, they will be able to use the “Check” option to make sure that the numbers were entered correctly. Lastly, once the user has completed the game, they have the option to “Exit” game to go back to Main Menu and select another game or “New” game to start a new game.

Graphical user interface

Description automatically generated

Figure 1: Once application is running the Main Menu is displayed, user chooses Sudoku to play.

Calendar

Description automatically generated

Figure 2: User is presented initial game once Sudoku is chosen from the main menu.

A screenshot of a computer

Description automatically generated with low confidence

Figure 3: User will select a number i.e. “1”. All the locations where a 1 can go will be displayed in blue. The user will be able to click on the box that they want the 1 to go. The blue display is annotated by the “Help on” check box. User will be able to turn this on or off depending on if they want the help. User will proceed with each number with the same concept.

Table

Description automatically generated with medium confidence

Figure 4: User checks progress, Green annotates that number is entered in correct block, Red annotates that number is incorrectly entered in block.

Table

Description automatically generated

Figure 5: 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.