

Sudoku

In the project, I implemented the game sudoku in C.

```
Choose an option:
1. Play Sudoku against time
2. Play Sudoku by difficulty
Enter your choice (1 or 2): 1
```

The player is asked to choose whether to play against time or by difficulty level.

Against time

The board is 5X5 and the player has 60 seconds to solve it.

The player is asked to place a number on the board, then it's displayed as well as the time left.

```
Initial Sudoku puzzle:
3 0 0 0 2
0 5 0 1 3
5 3 4 0 1
0 1 0 3 0
0 0 0 0 0

Enter row, column, and number (1-5) to place (or 0 to exit): 1 3 1
3 0 1 0 2
0 5 0 1 3
5 3 4 0 1
0 1 0 3 0
0 0 0 0 0

Remaining time: 51 seconds
```

Difficulty level-

There are 3 difficulty levels-

1. Easy- board of 4X4
2. Medium- board of 6X6
3. Hard- board of 9X9

In each level there are a few boards and the system randomly chooses one.

Choose difficulty level:

1. Easy
2. Medium
3. Hard