

Sudoku-Logic Puzzle, January 21, 2013

“Analysts: Caleb Piekstra”

Problem Definition

- Create a Sudoku executable game with save game and load game features and varying levels of difficulty.
- Compatible with both PC's and MAC's
- The run game feature source code should be completed by the end of the current quarter.
- Microsoft Visual Studio Command Prompt 2008 and 2010
Notepad++
Written using C

Solution Specifications

- Basic C functions and commands will allow for execution of the program, menu options accessible in-game, and saving and loading capabilities.
- The user will run the executable which will then start the program and prompt for difficulty level, starting a game after the input.

Competitive Analysis

- There are many other producers and versions of Sudoku that are more user friendly and appealing.

Potential Applications

- Schools and computer users in general would be able to download this small, completely functional version of Sudoku.
- No installation necessary, a simple download and play or play through web-access.

Future Improvement Ideas

- Switch to Java in place of C as a way to provide a more visually stimulating environment as well as simpler navigation of the game's functions.
- Make it exportable to phones.
- Upload it to a website and allow the user to play it in-browser.
- Create a function that will solve the puzzle for the user should they find solving it too difficult.

