

SUDOKU QUEST USER MANUAL

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Introduction:

Sudoku is the most popular logic-based numbers game.

The aim of this game is to place 1-9 into each grid cell so that each number can only appear once in each row, each column and each mini grid....

This is a simply easy-to-use Sudoku game, with fresh and cool interface, varying difficulty levels for beginners to experts...

The Sudoku game starts with a welcome screen featuring 3 choices

- Play game
- Give a Sudoku
- Quit



Features:

When the game begins a timer gets started automatically which records the time of play.

When a digit is entered it is automatically checked whether it suits that position and it is highlighted in case of any conflicts

The play screen contains many options which can be used..

- ❖ **Digits** : Any digit from 1-9 can be selected by the user
- ❖ **Eraser** : This option can be used to erase the entered digits
- ❖ **Check** : This option checks the entries of the user with the final solution.If there are any mismatches, they will be highlighted.
- ❖ **Solution** : This option can be selected to know the solution for the given grid.
- ❖ **Pause** : This option can be chosen to stop the timer.
- ❖ **Quit** : This option can be selected to exit.

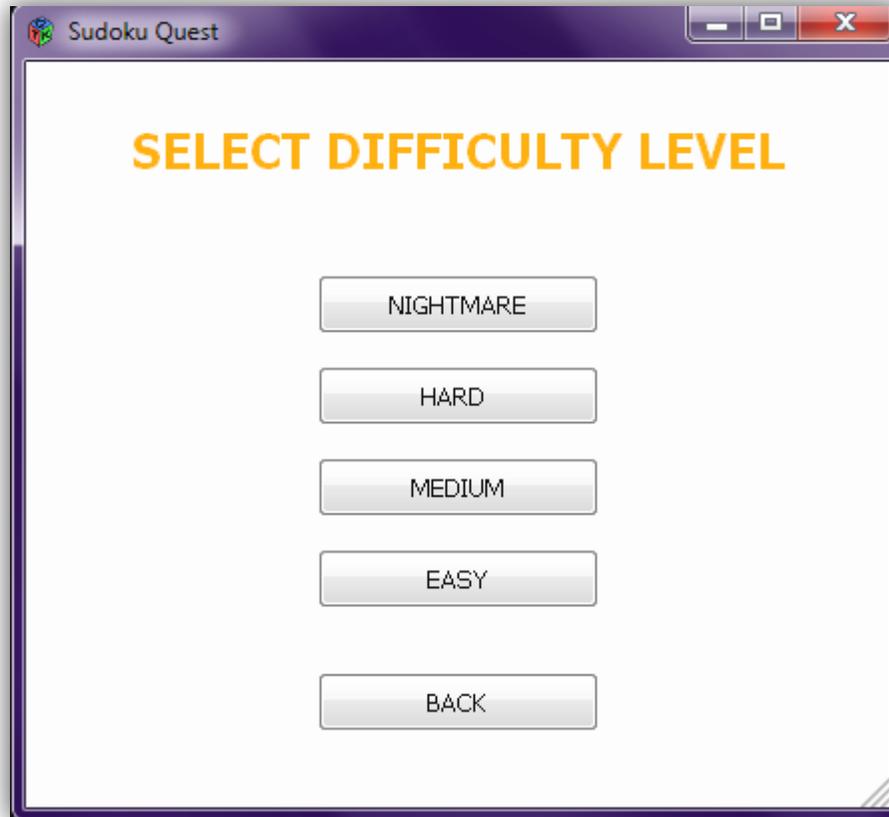
Play game:

When the user chooses this option the “SET DIFFICULTY” window will appear which has the following options....

- Nightmare
- Hard
- Medium
- Easy

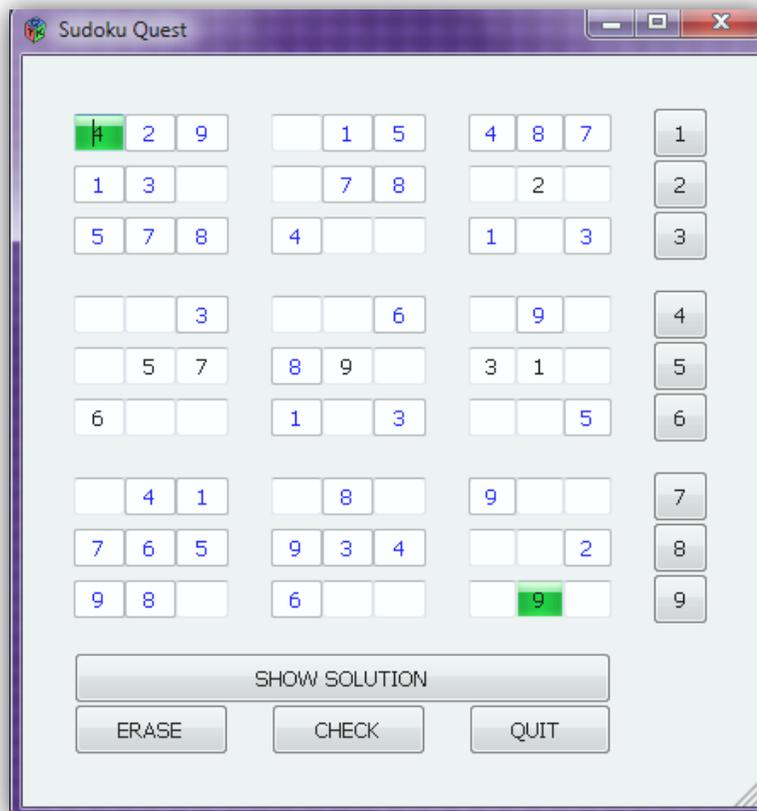
User can choose any one of these to get a Sudoku of required level of difficulty...

After choosing a screen appears as shown:



Instructions for playing a game:

- Use mouse pointer to select the appropriate box to be filled...
- Click on the digit to be filled in the selected box.
- The game can be paused at any instant and can be resumed.



Wrong entries highlighted

Give a Sudoku:

This option can be selected if the user needs solution for the user given Sudoku.

Just after selecting this option an empty Sudoku grid appears where user can enter the values.

Instructions:

- User can select a box by using the mouse pointer and enter the digits.
- Erase option can be used to delete a wrong entry.
- User can get the solution for the grid by pressing 'solve' option.
- User can go back to the main menu any time by selecting 'quit' option.
- A comment box will be present at the bottom of the screen showing some comments about the entered unsolved Sudoku...
- If the unsolved Sudoku entered by the user has multiple solutions, then comment box indicates that..... User, when needs another solution can get it by pressing 'yes' option.

