

# Ideas for Future Work

## **1. This idea was shelved even before the Stage 1 SRS was prepared.**

Various grids of dimensions other than 9x9 such 6x6, 12x12, 4x4, 25x25, etc. can be implemented. The code is more or less the same barring a few changed in the array sizes, etc. We left the idea out due to the inflexibility of EzWindows in changing the window size on runtime and the poor appearance of the grid and fonts required to match the varying sizes of each cell of the grid.

## **2. Most of these ideas are more or less features removed in the Stage 2 SRS due to limitations of time and EzWindows.**

A. The program can feature an “activity box” which if activated by the user will slow down the algorithm, to show each step of solving to help a novice understand and learn the basic solving logic for a Sudoku.

B. A pencil marks scheme can make the user experience nearer to pen, pencil and paper – making it appealing to purists who swear by newspapers and books on Sudoku puzzles. Please see the attached gui\_scheme.pdf file for further details.

C. A difficulty level analysis can be successfully by incorporating advanced logic and assigning points for use of those strategies, etc. Please see [www.sudokuwiki.org/sudoku.htm](http://www.sudokuwiki.org/sudoku.htm) for all the possible logical (non-guessing) strategies we have seen coded on the net till now.

D. To make it more interesting and give it a slight twist, instead of a numerical Sudoku, various pictures – such as logos of popular brands, images of fruits, etc. – will replace numbers if the user wants so (such an option will be given). We have included some untested pictures for the same.