

Team Number: XX

School Name: Los Alamos Middle School/Aspen Elementary School

Area of Science: Game Theory

Project Title: Sudoku Solver

Team Members: Andy Corliss, Max Corliss, Phillip Ionkov, Ming Lo

Proposal: Have you ever been frustrated about not being able to solve a hard sudoku puzzle?

We intend to create a program in Python that will be able to solve any sudoku puzzle for you.

This project is important because it will help us learn more about game theory and how it is used. We learn more about Python and try to implement game theory into our program. This could also be applied in real-life situations, such as bus routing.

We will start by making an interface that can generate a puzzle for you to solve, or you could have the computer solve it. You can also input numbers into the program in order to make your own puzzle for the computer to solve. Then we will start solving smaller sudoku puzzles (4x4), progress to the traditional 9x9 puzzle, and look into making a larger (16x16) sudoku solver. If we have time, we might explore with a three dimensional sudoku puzzle.