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When Sudoku puzzles were just becoming popular in the United States in the summer of 2005, the author developed the computer program "Sudoku Studio" (http://sudokustudio.com). "Sudoku Studio" offers a nice environment to work Sudoku puzzles as well as providing solutions to puzzles and generating new puzzles at varying levels of difficulty. This talk will discuss the logic of developing such a computer program. Plans will be presented for an upcoming Math Awareness Month "Who Wants to be a Sudoku Master" competition which will feature several Sudoku related activities. (Received September 16, 2006)