

- **1 point deduction for missing the following basic information:**
  - Your Full Name: Minh Anh Ton
  - Project Title: Tile Flip
  - Course: CS 161 Section 01
  - Date: 3/17/2024
- **Summarize the progress**
  - **A list of action items that were completed.**
    - (\_\_\_/3pt) State your new accomplishments that can be verified.
      - New Navbar
      - Added Dasiy UI components to make things prettier
      - Hint feature (Press hint and then press on the square you want to get the hint from)
      - Toggleable Dark Mode
      - Alerts (For warnings, errors, and success)
      - Cool Logo that shows game title when hovered on (You should check it out it's pretty cool >:))) )
      - Check to see if the answer is correct (Full implementation)
      - Give up (Full implementation)
        - When pressing give up you can now toggle between your answer and the solution
      - Temp log-in, sign-up, log-out (Not connected to the backend)
    - (\_\_\_/1pt) **State the features that have been finished so far.**
      - NavBar (connected to the other pages)
      - Puzzle generation
      - Clear square
      - Check to see if the answer is correct (just print the number of wrong squares)
        - I will be turning the message into either an alert or a modal
- (\_\_\_/1pt) **The current milestone in progress with the target completion date**
  - **M4 (3/19 - 3/28):** Add log-in, sign-up, and log-out