- **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:  4/21/2024
- **Summarize the progress**
  - **A list of action items that were completed.**
    - **(___/3pt) State your new accomplishments that can be verified.**
      - Host website on a domain
        - http://www.tileflip-monogram.com/
      - Tested and fixed bugs stated in slides
    - **(___/1pt)  State the features that have been finished so far.**
      - New 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)
      - 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
      - Log-in, sign-up, log-out (connected to the backend)
      - Fix minor toggle dark mode bugs
      - Change the display style for the game page
      - Added extra players' stats
      - Implemented stats for hints, give-ups, and puzzle finished
      - Finished score page and account page
- **(__/1pt) The current milestone in progress with the target completion date**
  - **M6 (4/16 - Finals):** Testing for bugs and making visuals a little bit better