

- **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: 3/22/2024
- **Summarize the progress**
 - **A list of action items that were completed.**
 - **(___/3pt) State your new accomplishments that can be verified.**
 - Log-in, sign-up, log-out (connected to the backend)
 - Added Docker (WIP)
 - 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
 - **(___/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
- **(___/1pt) The current milestone in progress with the target completion date**
 - **M4 (3/19 - 3/28):** Add log-in, sign-up, and log-out