

- (___/1pt) (y/n) **Your product effectively delivers computer science knowledge to the product users.**
 - **No**, because this product is just a puzzle game on a website. It doesn't teach the player about computer science.
- (___/1pt) **user-friendly/appealing in terms of the following criteria.**
 - (y/n) The landing page is attractive. (hints: the homepages of the high-tech giants)
 - **No**, I'm going for the simple home page so it's easy to find things and navigate
 - (y/n) Users can understand and play the puzzle game quickly.
 - **Yes.**
 - (y/n) Users can just jump in and start playing (trying out) the game immediately without the registration process.
 - **Yes.**
- (___/1pt) **Your product should have the following functions...**
 - (y/n) Users can register with a username and a password.
 - **Yes.**
 - (y/n) The performance of registered users is updated after each trial and can be displayed upon requests
 - **Yes.**
 - (y/n) Users can ask for hints and/or solutions.
 - **Yes.**
 - (y/n) Administration account
 - Have all the functionality like the regular registered users.
 - **Yes.**
 - Have additional privileges like user account removals or password reset.
 - **Yes.**
- (___/1pt) (y/n) **Do you have a brute-force method as the comparison basis for the puzzle solver?**
 - **Yes.**
- (___/1pt) (y/n) **Do you have a better algorithm than brute force?**
 - **Yes.**
- (___/1pt) **Explain if the puzzle targets a single user or multiplayer, competitive or non-competitive.**
 - **Single user with a scoreboard**
- (___/1pt) **Explain how to deploy your product.**
 - **I will build the app with Heroku by following their tutorial on how to upload a website**