

- **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: 4/25/2024
- **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
      - Tested all reported bugs
      - Fixed almost all reported bugs
  - **(\_\_\_/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
- **Helps, feedbacks or suggestion that you have ever offered to your colleagues for either individual or team projects.**
  - I gave some advice to Jonathan for his unity game, such as making the end location more visible so that players know where should they move their character. (This was implemented into his project later on)