- Basic information
  - The project title: Eometheous' Sliding Puzzle Game
  - The URL to the GitHub repository
    - https://github.com/Eometheous/Simple-Sliding-Puzzle-Game
  - Milestones with deadlines
    - M1 (beginning of class - 2/4)
      - Brainstorm ideas for the project
    - M2 (2/5-2/16)
      - Create GitHub repo
      - Create a simple prototype for the sliding puzzle with 1 working level
    - M3 (2/19-3/1)
      - Create a login/signup page
      - design more levels for the puzzle
    - M4 (3/4-3/15)
      - Create textures for the puzzle
      - add administrative functionality
    - M5 (3/18-3/29)
      - Design algorithms for solving the puzzle
      - implement hints using the algorithm
    - M6 (4/8-4-19)
      - bug fixing
  - Flask is the Frontend and backend technology tool to be used
  - The algorithms/AI schemes used in the core engine
    - Most likely map algorithms like breadth-first search or depth-first search.
  - Describe the market space the application is related to and the selling points of your product.
    - The target group is children and older. It is straightforward with the puzzle being getting a turtle from the starting area to the ending area by sliding blocks around.
- GitHub account
  - https://github.com/Eometheous/Simple-Sliding-Puzzle-Game
  - The missing folders will show up in GitHub once they get populated with files. I have the folder structure on my machine.