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Cave Explorer

CS 161 Section 01

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Features not implementable before May 12th:

- Requesting Hints
- Requesting Solution

Deployed Links: <https://cave-explorer.vercel.app/>

I have a finished flask back end application, but I haven't figured out how to deploy it to AWS yet. This means that the saving/loading progress is not deployed yet.

Feedback from users that is not implemented yet:

- Players wanted to see site analytics. I added this functionality for admins to be able to see user traffic.
- Players want to see how many moves they have made in a level.

Features already implemented based on feedback:

- Reworked how sliding pieces work. Before you had to click, drag, then release. Now you can just click and drag pieces.

Feedback for other projects:

- TileFlip

Anh has her app published. I went to her website and messed with it for a bit. I gave her the following feedback by messaging her on Discord.

- I suggested clicking on the TF icon bringing you back to the game page.
- I suggested adding keychain support for logging in. I had to manually copy and paste my auto generated password which was annoying. She said she didn't think about the password keychain.

Valuable enhancements for Cave Explorer that cannot be implemented this semester:

- Getting hints
  - This feature could be helpful for figuring out how to solve a puzzle, but it should be used sparingly otherwise the fun of solving the puzzle is ruined.
- Getting solutions
  - In my opinion, this is a lame feature for a puzzle game. I believe that they should learn how to do the puzzle themselves.
- Saving and loading progress
  - I have this working locally, I just haven't been able to deploy my flask server yet.

- This is a nice feature so that users do not have to start from scratch every time they start the puzzle.