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Cave Explorer

CS 161 Section 01

04/28/2024

- Progress summary
 - a list of action items that were completed.
 - Added new route and edited page directories
 - Implemented login functionality
 - User does not get redirected to the logged in dashboard if their email and password is incorrect
 - If the information is correct, they get redirected to a new logged in dashboard with new menu options.
 - Added logout functionality
 - This redirects the user to the dashboard for users who are not signed in
 - Updated how dragging works to be more responsive. It now uses the mouse's position instead of using physics.
 - list of missing milestones
 - M5 might get scrapped. Designing an algorithm for solving this type of puzzle might be out of scope.
 - The current milestone is M6
 - Catch up and fix bugs

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. I can add this to the front end so that players can see how many people are online as well.
- Players want to see how many moves they have made in a level. This can be easily implemented.
- Players want it to be more intuitive on what needs to be done. So I will add some text on the side to explain how the game works.

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.