

- (y/n) your product is effective in delivering the knowledge in computer science to the product users.
 - NO, my product is not designed to teach computer science to its users. It is simply a sliding puzzle game.
- user friendly/appealing in terms of the following criteria.
 - (y/n) The landing page is attractive. (hints: the homepages of the high-tech giants)
 - YES. The home page is not yet designed. My goal is to have it be very straightforward and simple. It will be up and running by the end of next week. It was supposed to be finished by the end of Milestone 3, but there were delays with creating the foundation of the game on Unity.
 - (y/n) Users are able to understand and play the puzzle game quickly.
 - YES, the basic prototype of level progression is complete. All that is missing is a simple tutorial or help menu explaining the controls. Every draggable object can be clicked and pushed with the mouse, including the player. The player can also be controlled with the WASD keys.
 - (y/n) Users can just jump in and start playing (trying out) the game immediately without the registration process.
 - YES, the user does not have to sign in and can start playing right away. Once a signup and login system is implemented, users can save their progress.
- Your product should have the following functions. .
 - (y/n) Users can register with a username and a password.
 - YES, but it is not yet implemented. The goal was to have this done by Milestone 3, but it is delayed to the first week of Milestone 4.
 - (y/n) The performance of registered users are updated after each trial and can be displayed upon requests
 - YES. I can track the time it takes for a user to complete a level and I can track how many times they had to push a block to complete a level.
 - (y/n) Users can ask for hints and/or solutions.
 - YES. This feature is planned for Milestone 5 (3/18-3/29)
 - (y/n) Administration account
 - YES. This feature is planned for Milestone 4 (3/04-3/15)
- (y/n) Do you have a brute-force method as the comparison basis for the puzzle solver.
 - YES, but it is not yet implemented. The plan is to have this finished by the end of Milestone 5.

- y/n) Do you have a better algorithm than brute-force.
 - YES. The plan is to have this finished by the end of Milestone 5. It should be very fast but it will involve the player resetting their current progress in the level they are playing. It will use a hard coded solution for that level. There is a set number of levels and they are not randomly generated, so this method should work really quickly and provide the optimal solution each time.
- Explain if the puzzle is targeted at a single user or multiplayer, competitive or non-competitive.
 - The game is a singleplayer game. There will be no multiplayer or competitive functionality.
- Explain how to deploy your product.
 - The game will be deployed by itself itch.io when it is complete. It will also be available on a webpage that will be created using Flask. I need to look at ways to host a webpage for free so that users won't have to build and run the web application locally.