## Week 6 Individual Report

• (\_\_\_/1pt) (y/n) Your product is effective to delivery the knowledge in computer science to the product users.

No, my project letter detective is a puzzle game and it is not designed to teach computer science to users

- (\_\_/1pt) 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, It's a minimalistic website.

 (y/n) Users are be able to understand and play the puzzle game quickly.

## Yes, users can easily understand the puzzle

- (y/n) Users can just jump in and start playing (trying out) the game immediately without the registration process.
  - (Certainly, the performance progress of unregistered users will not be recorded.)

## Yes

- (\_\_/1pt) Your product should have the following functions.
  - o (y/n) Users can register with a username and a password.
    - Yes
  - (y/n) The performance of registered users are updated after each trial and can be displayed upon requests
    - Yes
  - o (y/n) Users can ask for hints and/or solutions.
    - Yes
  - o (y/n) Administration account
    - Have all the functionality like the regular registered users.
      - Yes
    - Have additional privilege likes user account removals or password-reset.
      - Yes
- (\_\_/1pt) (y/n) Do you have a brute-force method as the comparison basis for the puzzle solver.
  - Yes

•	(/1pt) (y/n) Do you have a better algorithm than brute-force.
	o Yes, the only solution we have here is the optimal one, because the words
	are already predefined, and we just have to reveal it.
•	(/1pt) Explain if the puzzle is targeted at a single user or multiplayer,
	competitive or non-competitive.
	o It is a single-player game with a global leaderboard. There will be no
	multiplayer functionality
•	(/1pt) Explain how to deploy your product.
	<ul> <li>I will deploy my application on Oracle and Vercel platform</li> </ul>