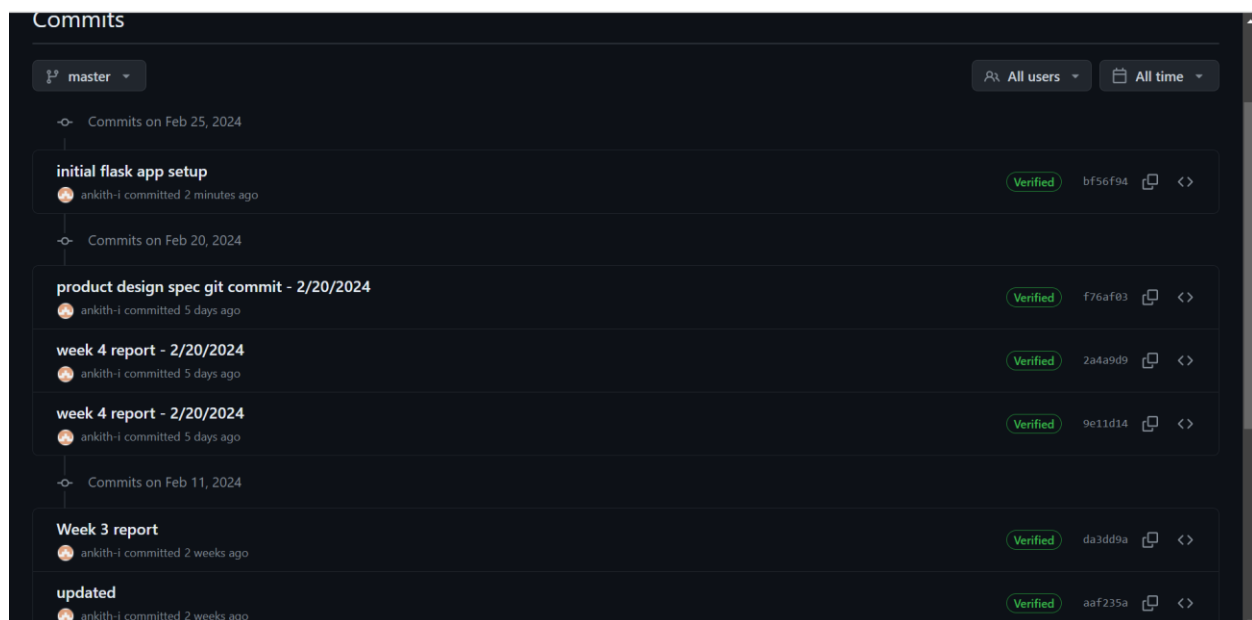The next milestone and the target date:

- Writing application logic in the flask routes created. – March 2nd week ~ 15th March
- Work on UI/UX of the application. – March 2nd week ~ 15th March

Action items or the milestone that were completed since the previous meetup:

- Learned Flask through documentation.
- Learned how to deploy on Heroku.

Activity/progress in GitHub repository since last week:

List the feedback/insights from your colleagues/TA/instructor if any.

Feedback by Professor:

- For the Map Coloring Puzzle Solver game, the core engine utilizes a backtracking algorithm. There are some well-known greedy heuristics that can solve most (not all) of problems in polynomial time. We could run greedy heuristics first. If a solution is found, stop. Otherwise, resort to the backtracking algorithm.