

Week 6

Your product is effective in delivering the knowledge in computer science to the product users.

Yes, it is a way to demonstrate how a dynamic programming algorithm can find optimal solutions in such a game

The landing page is attractive. (hints: the homepages of the high-tech giants)

Yes, I think it is simple to navigate

Users are able to understand and play the puzzle game quickly.

Yes, the game will be ready and set up, and there will be a hyperlink to the rules

Users can just jump in and start playing (trying out) the game immediately without the registration process.

Yes, the game should show immediately

Users can register with a username and a password.

Yes, this is implemented

The performance of registered users are updated after each trial and can be displayed upon requests

No, I have not implemented the game backend yet

Users can ask for hints and/or solutions.

No, I have not implemented the hints yet

Administration account has all the functionality like the regular registered users and additional privileges like user account removals or password-reset.

No, the admin account has not been implemented yet

Do you have a brute-force method as the comparison basis for the puzzle solver?

Yes, I do have a brute force method

Do you have a better algorithm than brute-force?

No, I do not have a better algorithm

Explain if the puzzle is targeted at a single user or multiplayer, competitive or non-competitive.

It is a single player game, in which all interactions will be done through the host, who manages the game.

Explain how to deploy your product.

The product will be deployed through a host machine at my own home, whose server will be port-forwarded through my router. The DNS for the domain is hosted through Cloudflare.