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CSS 545 Mobile Computing

Checkpoint 3

- **[2 Points]** Remaining work to be completed for the next phase of the project ("Beta")

The next phase of my project is implementing a share-score feature after the user has won or lost; this should be launched after the user has finished the game or run out of attempts. In addition, I would like to attempt to build a leaderboard of high scores based on the time and number of guesses it took the user to correctly finish the puzzle. I would like this game to generate random number puzzles as much as the user wants, so the leaderboard feature may only be relevant if there is only one specified number of the day. Perhaps the user is met with the number of the day puzzle and any subsequent game played will not be recorded on the leaderboard because each number is randomly generated. Further functionality testing and user testing will also be conducted as I feel the flow of the game could be improved. Adding instructions to the homepage may also be beneficial and provide clarity for users, so I may revise the layout of the homepage to accommodate this value.