

## Week 6 Report

1. Yes, the product can help deliver knowledge relative to computer science to a user.
2. Yes, the product is user friendly:
  - a. Yes, the landing page draws in users by helping them understand the game and why it would be fun to play, while encouraging login/signup, and/or starting a game session.
  - b. Yes, users can understand the goal of the game and general mechanics through a quick and attractive summary on the landing page, as well as more detailed instructions once they start a game themselves.
  - c. Yes, users do not have to register in order to play, and can access the game from the landing page.
3. Product functions:
  - a. Yes, user will be able to register with a username and password
  - b. Yes, users with accounts can view game history on their dashboard
  - c. Yes, users will be given the options to both ask for hints and get a solution if they are truly stuck.
  - d. No, admin accounts are not necessary for this product, as the content isn't sensitive enough to require overseeing users.
4. No, brute force isn't the total solution, because the game itself provides parameters through which someone wanting to solve should be able to narrow down answers.
5. Yes. Rather than guessing number after number till the answer is correct for each spot in the code, we would use the prompts generated for each spot and the one after (e.g. "Less than the previous") to determine a guess that fits the criteria.
6. The puzzle is targeted at single users, and is meant to not be a competitive game. Rather, one that encourages problem-solving while being fun.
7. At this time, I plan to host the project in a Flask app, so setup includes the instructions required.