Week 6: Individual progress report

1. Your product is effective to delivery the knowledge in computer science to the product users.
   No, it is a simple puzzle game not intended to teach any computer science to users
2. 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
   (y/n) Users are be able to understand and play the puzzle game quickly.
   Yes
   (y/n) Users can just jump in and start playing (trying out) the game immediately without the registration process.
   No, Users must register before they can start playing the game.
   (Certainly, the performance progress of unregistered users will not be recorded.)
3. Your product should have the following functions. .
   (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
   (y/n) Users can ask for hints and/or solutions.
   No, the clear instructions will be provided at the beginning of the game.
   (y/n) Administration account
   Yes
   Have all the functionality like the regular registered users.
   Have additional privilege likes user account removals or password-reset.
4. (y/n) Do you have a brute-force method as the comparison basis for the puzzle solver.
   No, there isn't a brute-force method used as the comparison basis for the puzzle solver.
5. (y/n) Do you have a better algorithm than brute-force.
   Yes, Single solution is displayed using BFS.
6. Explain if the puzzle is targeted at a single user or multiplayer, competitive or non-competitive. if it is a multiplayer-game , address the possibility of the direct peer-to-peer communications without going through the host.
   The puzzle is targeted for single user non-competitive purpose.
7. Explain how to deploy your product.
   The application will be deployed on the Heroku platform.