

## WEEK 6 INDIVIDUAL REPORT

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

Ans: **Yes**, this product helps the user in developing logical thinking.

- User friendly/appealing in terms of the following criteria.
  - The landing page is attractive: **Yes**.
  - Users can understand and play the puzzle game quickly: **Yes**.
  - Users can just jump in and start playing (trying out) the game immediately without the registration process: **No**, because you can't gather data of the user if not registered.
- Your product should have the following function.
  - Users can register with a username and a password: **Yes**.
  - The performance of registered users is updated after each trial and can be displayed upon requests: **Yes**.
  - Users can ask for hints and/or solutions: **No**, giving hints destroys the user's ability to think logically. I will directly display the solution at the end.
  - Administration account: **No**, have not yet decided about an administration account, which is not necessary.
    - Have all the functionality like the regular registered users.
    - Have additional privilege likes user account removals or password-reset.
- Do you have a brute-force method as the comparison basis for the puzzle solver. **Yes, check each box for adjacency.**
- Do you have a better algorithm than brute-force. **Yes**, back tracking algorithm.
- Explain if the puzzle is targeted at a single user or multiplayer, competitive or non-competitive. **The puzzle is targeted for a single user. No competition.**
- Explain how to deploy your product.

**Ans:** Create Heroku account and install CLI. Initialize Git repository and create Procfile.

And then Create requirements.txt file. After that ,configure Heroku and deploy project with git push heroku master.