

EscapeCircuit

New features & improvements in the latest iteration

PULL REQUESTS

48 merged

COMMITTS

178 new

FILES CHANGED

366

What's New This Iteration

1

New Puzzles

3-Bit Synchronous Counter, Sequential Palindrome, De Bruijn Sequence Generator, Alice & Bob Casino

2

Clue / Hint System **BRAND NEW**

Request-a-clue with difficulty-scaled time penalties (15 / 30 / 60s), backed by a full stack (CluePenalty, CluesService, CluesRepo)

3

Admin Tools & Audit Logging

Admin dashboard, auth-attempt and solving-attempt logs, user-profile dialog

4

Authentication & Profiles

Google OAuth fixes, redesigned register page, profile pictures & avatars

5

Puzzles Page Redesign

Compact view, advanced filters, pagination, skeleton loading states

6

Puzzle-Solving

Save mid-solving, multi-select copy / paste, solution preview, sandbox mode

7

Arsenal

D Flip-Flop, connection validation, shared-piece persistence, copy-to-arsenal

8

Debugger Improvements

Quality-of-life upgrades and visualization fixes

9

Leaderboards & Scoring

Lowest-cost board, first-solved date, rating & XP fixes

10

Onboarding

Interactive guided tour for new users

11

UI / UX & Theming

Refreshed color themes and polished components across the app

12

Testing & Infrastructure

Vitest, backend coverage tests, cross-platform test runners