

Criterion E: Evaluation

Criteria for Success Met:

1. Application readily calculates rhythmic actions on part of the client
2. Application readily simulates a rhythmic environment for client
3. Application readily gives the client objects to interact with
4. Application readily operates clients actions
5. Application readily operates all functions in accordance to their purpose
6. Application readily process all changes to the tree

Improvements in Future:

I found this application to be quite enthusiastic and entertaining. All the criteria were met with great efficiency and are visually appealing, although be it short. It fulfills its task to give any client a rhythmic simulation of entertainment. However there are a few minor, if not unnoticeable desynchronizations. While the beat bar is a great expansion to aid the player, the synchronization is slightly off. When the song does loop, it becomes unsynchronized and can throw the client off the beat. However, this only occurs when the music loops and it's only off by a few milliseconds, but this can build up if the player continues to play.

Another fail is that while the application gives the player a rhythmic experience, it feels a bit clunky as the transitions from screen to screen are fast and interjected. It feels as though the game is in a rush and can be a bit off setting since the purpose is to be visually appealing to any client.

This program was useful to develop my musical and programming skills as this is a great introductory language and it has sections that can be written in C++ to boost the performance and is based on music and rhythm. In regards to future updates and development, this program can be a great way to entertain and develop to be a greater and better experience. In the future make it more visually pleasing with transitions, Moreover, it would be fascinating to see a way an object can change the music based on the actions it carries out and affects the player.