

Criterion E: Evaluation

Success Criterion	Evaluation
1	<p>Met, the Unity game engine renders the assets of the character, food items and level design.</p> <p>[Appendix]: “The character model, food items and the level design is all visible.”</p>
2	<p>Met, the user can provide input using the direction keys on the keyboard, with event handling to determine the direction of movement.</p> <p>[Appendix]: “Yes, the controls are responsive and I can move the character in all directions.”</p>
3	<p>Met, unhealthy foods in the form of cookies, pie, etc. along with the use of event handling and the OnTriggerEnter2D() pre-defined method.</p> <p>[Appendix]: “I can pickup an unhealthy food item by walking into it and I lose a heart, or a health point as you call it.”</p>
4	<p>Met, healthy foods in the form of fruits also use event handling the same way as unhealthy foods, and if the collision is true, a heart is added to the health bar GUI.</p> <p>[Appendix]: “Similarly, I can pickup a healthy food item by walking into it but this time I gain a heart/health point.”</p>
5	<p>Met. 2D box colliders used to ensure that the character cannot go past the boundaries as well as not pass through the platforms beyond the game environment.</p> <p>[Appendix]: “I was able to complete the whole level easily. It was convenient when I was not allowed to fall off the edges”</p>
6	<p>Met, the health bar GUI acts as a visual indicator of the character's current health.</p> <p>[Appendix]: “Yes, it was clear in the display how many hearts or health I had.”</p>
7	<p>Met, a conditional statements and logical operators are used to constantly check the current health of the character.</p> <p>[Appendix]: “After I lost all my hearts, the character did move back to the starting point at the flag checkpoint.”</p>
8	<p>Met, the box colliders are used to check for the character's collision with the flag at the end of the level and displays the GUI when true</p> <p>[Appendix]: “After I crossed the flag at the end of the level, the “You Won!” screen was displayed.”</p>
9	<p>Met, user can exit the game after the endpoint is passed and the ‘Esc’ button is pressed.</p> <p>[Appendix]: “I can exit the application by pressing the ‘Esc’ button on the keyboard.”</p>

Client Feedback:

After I handed over my program, I had a discussion with my client(In Appendix). We discussed the ways in which the program could be improved. My client told me that the game could have had more complexity, such as moving platforms or maybe picking up unhealthy food would reduce the movement speed of the character. These would be more engaging and therefore more effective achieving the goal of the client. They also suggested that there should be more incentive to picking up healthy food, because the goal is not only to stop unhealthy food habits, but also encourage healthy eating. This could be done through a points system, where each healthy food item would award a point and that would be an extra achievement in the game. Finally, they thought that additional levels would be beneficial to add to extend the run length of the program to have more of an impact on the user.

Word Count: 156