**Uniqueness**

Due to the way we implemented our objects, a complex algorithm was used to dynamically generate different scenarios in the app depending on the type of request. The idea implemented is kickstarter inspired, with an infusion of openness to create an innovative way to request what you need.

**User Interface**

The app provides an easy to use interface with simple buttons and tabs. The format can be changed through the processing interface to allow the students to customize the appearance.

**Graphics**

The app's interface contains brightly colored buttons so as to be more appealing to the middle school students, the app also contains a map for showing the location of the organization, the Google maps API was used because it provide an intuitive interface for navigating around the map.

**Functionality**

The app functions as required, users can view all organizations that meet the selected filter, and can easily make donations through paypal or see instructions and a location if the donation is non-monetary. Organization accounts allow users to create organizations with details about the organization and request.

**Audio effects**

The app does contain background audio that can be enabled / disabled by the user. The music selection can also be changed from the processing code.

**Educational**

Taking a look into the source code would allow the Middle school students to obtain a better real world understanding of how an MVC works.

**Informational**

The app is intuitive and contains clear information for how to use it as well as how to make the donation

**Social Networking**

**T**his was never fully implemented, but a kick starter style goal counter for monetary requests would be a good start.

**Ease of Expansion**

The app is completely independent from the processing code and can be modified without needing to change the processing code.