

Criterion E: Evaluation

Meeting the goals for success

1. The program can compile and run. **Goal was met**
2. The program can follow the instructions of the game. **Goal was met**
3. The product will have a clear graphical representation. **Goal was met**
4. The computer is able to produce the objects in the game in the correct location. **Goal was met**
5. The computer is able to remember the score of the player. **Goal was met**
6. The product will be easy and simple to access and use. **This truly depends on the certain user. A success for myself, but this may not be a complete success.**
7. The player will experience well-coordinated reactions from the program. **Goal was met**
8. The player will experience favorable gameplay. **This too also depends on the user's personal experience with the product.**

Feedback from Advisor and Client

My advisor was impressed by the end result. Moreover, he was glad that the goals I had set for myself in the beginning were all approached. Although he does not have experience with video games, he did enjoy testing out my product. At the end, my advisor challenged me create a game that is based off my own original ideas on my own personal time in order to increase my experience with programming.

My client was with me at every step of the programming process. He was always the first person to see the product and test it. His feedback was always positive, and in fact, he was very excited to see the product when I had announced that I had finally finished. He enjoyed enough

to show the product to another friend. As a result, the client has also asked if I could re-create another game.

Possible Future Improvements

Although the game was functional to an extent, there were occasional and rare bugs that would occur that I was unable to fix. For example, although this did not happen all the time, at some occasions, the game would not create more than 15 clones of the pipe sprite. Therefore, this could be improved by structuring the script to avoid any script misinterpretations.

Also, to increase creativity, I could create my own sprites from another photo editing software. Moreover, I could add difficulty settings to the game to increase the different possibilities of gameplay.

Word Count: 390