

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.**

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. 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.