We chose my tax calculation algorithm due to the fact that is was more efficient. Instead of progressing through the income brackets from smallest to largest, the calculation started at the approximate mid-point and, depending on the input size, progressed to a higher or lower bracket, reducing the overall calculation time. While this may not seem like much, when using the calculation frequently in a short period of time (as was necessary when calculating the graph variables) the time adds up. This reduction in load time results in an overall improved end-user experience.
Furthermore, we decided to use Alex's mock-up as the basis for the aesthetic and design elements, due to the fact that mine was just a basic outline made up only of empty boxes with little to no aesthetic planning. The only aspect of mine that was used was the tutorial/ instruction idea. Additionally, we reused some of the core HTML and CSS elements from my previous assignment as it provides an intuitive and elegant user experience.
There was one element added later that was no included in the design documents. This was my idea of a post taxation income to save this user's time, most people want to know how much money they will get, not how much they have to pay.