Success Criteria	Success?	Why
Functional simulation game with changing date, resources, and population	Yes	We do have a simulation game with a dynamic date, resources, and population
Functional and usable UI that is easy to navigate and displays clearly all the metrics	Yes	UI is usable and does display all the necessary metrics like population, date, and resources for the player
No technical problems (code errors or game crashes)	Yes	There are no errors and the game runs smoothly
Game is enjoyed by the client	Yes	The client does enjoy the game very much
Game is easy to navigate and understand quickly	Yes	The client was able to easily understand the game and play the game within a couple of tries

Future Recommendations
UI Improvement
One major improvement that could be made is an improvement to the game UI. I could add more color and flashy graphics that are associated with video games. Perhaps I could add some animations of simulated people working or resource plants working as well.

Game difficulty
I also would like to make the game less difficult and add more features that allow the user to not have to click so much. I could also add more than one difficulty.

Start Page
I would like to have a start page that has a start button and a tutorial.

Pause Button
A pause feature is necessary as the game is rather fast paced and clicking at fast pace is tiring.

Morale Metric
I would like to add a morale metric that would be either low, medium, or high depending on resource abundance

Security Forces and Employment Distribution
I would like the player to be able to alter the employment distribution of the population between the resource plants and have a dedicated security force that would guard against threats.

Random Threats
Random threats could manifest for the player leading to resource and population collapse, and they could be prevented by having a strong security force.