

Criterion E: Evaluation

Meeting the success criteria

Make use of graphical user interface to show a graphical – GUI works well. It consists of one main window and twelve subsidiary windows. The client liked the design of the program. She told that the text is visible and readable. Moreover, the buttons are big and easily to press.

The game will consist of two parts: educational and entertaining - The educational part consist of the grammar of English language. Every button works well. As it is pressed, new right window is opened. Moreover, it doesn't close the previous page, thus allows the user to change the course or to change the game. The user liked such operation.

Allows the user to go to other courses - The menu bar works very well. It has several options: go from one page to another or to exit the game. To be specific, the menu bar allows the user to go from one of the theory page to the game page.

The program has a dialogue that is written and recorded - There are several dialogues that are very useful for the user as it gives possible answers on the specific topics. Moreover, the audio is recorded. The quality is good.

At the end of the game, it will display the scores of the game - After playing the "Filling the gap" game, the scores are displayed and the message is written based on the scores.

Recommendations for further improvements

After the interview with the client, I received some recommendations from the client and though about the improvements of the application.

To begin with, the entertainment part could be more developed. For example, more

games could be added, as it is easier to learn the language through the games. The client recommended adding the “Building words” game. Its purpose is to develop the client’s vocabulary as the instruction is to build the word from the list given words that are randomly located.

In addition, the bigger and harder vocabulary can be added. The client suggested to do the “The word of the day”, so that whenever the application is opened new word is displayed and changed as the program is run again.

Also, the game could have the character that would act like a supervisor. For example, he or she could be concerned about the client’s progress.

Overall, the client was satisfied with the final program. The choice of the programming language was also efficient as the Java allows running the application on the different computers. Moreover, Java gave me an opportunity to easier and faster creates GUI. Of course, the projects can be developed; nevertheless, I am satisfied with the work.

(Appendix B)

Word count: 436