College Tournament Program Evaluation

**Name:** Benjamin Whybrow

# Feedback on completed program

**You need to obtain feedback from two other people.**

**Name of person giving feedback:** James Avent

**Feedback received:** I really like the design of the program, it is clear, concise and laid out in an appropriate manner. The incremental boxes mean that you don’t need data validation required for the scores, increasing the strength of the program. The importing and the exporting of data works correctly, without error. Furthermore, both the individual and teams calculations operate correctly. Finally, I like the inclusion of the reset scores button – this increases the usability of the program for the user. This is all-round a very complete program that meets all the specification and is designed specifically with the client and user friendliness in mind.

**Name of person giving feedback:** Ivan Tihomirov

**Feedback received:** In terms of work done there isn’t any complaints, I can say only for him to improve his Design if he’d like because that is what he said he can improve. Overall Good Job, everything is filled up as it should be and there isn't much for him to do.

**Reflection on feedback:** The consistent improvement point given is to improve the design of the program which I highly agree with. However, when working on the program, I focussed more on making sure the program fully works instead of what the program actually looks like. No one wants a fancy looking program that doesn’t do anything, then it’s just more considered a concept design over a program. Apart from that, the feedback received is mostly positive which is appreciated.

# Evaluation of program

**Evaluate your final product – exploring both positive and negative aspects of the completed program.**

The main positive of the program is that it works. It functions as it’s supposed to and runs well. I think I could’ve improved on the design as it looks blocky and like it was made in Windows XP. Seeing as the program was made with the intent of working on Windows 10, I think it could do with some modernisation within the design aspect, even down to the boxes having rounded corners.

**Evaluate how well the program meets the needs of the client (refer to the requirements set out in the assignment brief).**

The program meets all requirements of the client as it has both a section for Teams and Individuals, an export/import feature, a calculate winner button and a way to reset all scores. It also follows their specification on having 5 events for both Teams and Individuals, and that there with be 4 teams with 5 members and 20 individuals for the individual events.

**How could you improve or expand the program to make it more useful to the client?**

I think a cleaner user interface (UI) would be useful towards the client to make it easier to use. I do not think that the UI is impossible to use but I think there is room for improvement. Apart from that, I don’t think there is much to be improved as the program meets all requirements specified by the client.

# Evaluation of self

**How did you manage your time to make sure the program was completed on time?**

I did not manage my time whatsoever and just worked on the program in a chunk. At one point, I spent about 5-6 hours during the night working on it as that is when I feel the most motivated. It was not very good for workflow, but I rarely had enough time during the day due to other assignments.

**If you were to do this project again, how would you manage your time and resources differently?**

I think creating a schedule to manage my time and using the Pomodoro method to manage my time would be a better way to efficiently complete this assignment alongside my other assignments and homework.