**Crazy Keys**

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Evaluation by Group 6

**Goals:**

1. Basic menu going to all scenes:
   * Transitions going left, right, down, and the screen splitting into the game mode are all very clean.
   * In game pause menu works very well
   * UI is responsive and quick
2. Easy game mode:
   * Normal keyboard throughout the entirety of the round
   * Least stressful, and is useful for typing practice
3. Medium game mode:
   * Letters only change after word is completely spelled
4. Implemented high score system:
   * For each game mode, top 5 high scores saved in core data for efficiency
   * Requires 3 letter name for high score board, similar to class arcade games

**Summary comments:**

* Keyboard size depends on screen size, so the game worked much better on the Iphone 7 than the 5
* Font makes some letters hard to decipher, some look the same
* Hard game mode also implemented, chance that keyboard changes after each letter is typed
* All deliverables were met; the app runs VERY smoothly, great job!