

TEST AND EVALUATION

User 1	User 2
<p>A sample prototype of the TIC TAC TOE software was passed down to User 1. He stated the following things that should be improved on:</p> <p>Needs to be fixed:</p> <ul style="list-style-type: none"> • Instead of having the exit button on the top right corner, by default, you should incorporate it onto the button of the application. By doing this the user interface at the top looks less crowded and more simple to use. • Instead of having a reset button that only removes the x's and o's from the board try making a restart function that can clear the whole app itself, including scores and placements of X's and O's. <p>Positives:</p> <ul style="list-style-type: none"> • Application works well, and Ai seems to work. • App design is very simple, and can be even more easy to use once GUI errors are fixed. 	<p>A sample prototype of the TIC TAC TOE software was passed down to User 1. He stated the following things that should be improved on or completely change:</p> <p>Needs to be fixed:</p> <ul style="list-style-type: none"> • Instead of having a complex AI that incorporates the use of a MIN and MAX algorithm, you can make a simpler algorithm for the ai so that the chances of beating it are easier compared to versing a unbeatable AI. • Maybe move the textbox input to be underneath the exit button, so the app looks better. And maybe update or change the color scheme since it looks dull. <p>Positives:</p> <ul style="list-style-type: none"> • App design looks good, with a few minor changes, everything can be fixed and allot better. (relating to usability). • Playable functionality is good, just have to change the ai to make the user experience allot better.

Fixing the problems/bugs:

- Exit button: i changed the x and y coordinates of the exit button to match the desired location on the playable screen. I moved it to the bottom of the page whilst being centered. Hence it is in a logical place therefore improving navigation and usability.
- Reset Button: for this, i removed the previous command for the reset function, and including a new one. This new function gets rid of the old screen and opens a completely new screen, hence removing the past score and placements of X's and O's. By doing this, usability rate has increased as the software is much easier to use.
- AI: instead of using a min max algorithm i made a new algorithm in which the algorithm chekcs for empty slots on the game, and decides where to place icons to get a quick win. When referring to "quick" the algorithm sometimes takes the quickest route to wining rather than playing logically. This improves the usability of the app as there was not point versing and impossible AI.
- Text Box: Textbox was easily moved underneath the exit button, this improves navigation and usability as it is in a simple spot to locate and is easy to use.