**Criterion E: Evaluation**

**Success Criteria**

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| The program should have two buttons/options on the main window: one for creating “notecards”/question-answer pairs, and another for students to play the Jeopardy style game | Requirement Met |
| The program will have four buttons on the creating notecards tab, each button will correspond with one of the four subjects and lead to a new tab that allows users to create 4 question-answer notecards for the corresponding subject | Met,, each of the four buttons on the first screenshot lead to the corresponding “create notecard” tab where the user can type in their questions and answer for 4 questions. |
| Notecard tab has a Save button and it saves the user input data for notecards | Met, save button works, verified when JeopardyGame starts up |
| To edit notecards, the user can go to create notecard tab and re-enter the question-answer pair for the notecard intended and click save | Requirement is met, as long as user retypes the questions /answers, and then presses the Save, edited data will be saved. Then, when jeopardy game tab is opened, corresponding question will be different then. |
| The Jeopardy game functions well and the user is able to access all of the questions they create | Jeopardy function well and each of the buttons work. |
| Correct answers will give the user a “correct” message, wrong answers will give user a “wrong “ message. | The correct answer gives the correct page, and the wrong answer would lead the user to wrong page. |
| The program will be accessible locally both online and offline | The program is accessible and playable both online and offline. All of the functions are available for the user’s usage. |

**Recommendations for The Future Improvement**

**More flexibility for creating notecards:** Currently, the note cards created only have a “front and back” side, with each side being typed out by users. A major improvement would be improving flexibility of the types of questions on the notecards, for example: multiple choice answers, choose all correct answers, etc. This function was suggested by Michael Sun during an interview after testing the product, as he wanted more flexibility when creating the note cards for the game.

**Teams and Points Competition system:** In order to make the game more engaging and interactive, a function that could be added would be allowing users to create teams and team members to take turns to compete in the Jeopardy answering questions. According to Michael Sun in the interview, this would potentially engage the students, including himself, more and provide more incentive to study through competition between their peers.

**No restriction to subjects or number of questions:** Another big improvement would be to remove the restriction of four questions per subject, and potentially also remove the subjects number restriction too. This would provide the user with a wider variety of options in choosing and designing what they want to study and what groups of questions they want to create.

**Better Interface /Background Music**: Jeopardy always has background music, and Michael Sun said that he often turns on music to increase his studying efficiency. Adding background music would make the game experience even more interesting and fun, while also possibly improving engagement / student concentration.

Words Count: 529