

## Criterion E: Evaluation

### ***Evaluation of the product (word limit 175-250)***

The final product<sup>1</sup> met the majority of the success criteria. The game interface shows a basic and clear representation of the layout with no pieces on the board at the beginning of the game. The top left of the screen indicates the appropriate player's turn. Instructions weren't displayed as other aspects were focused on more. Once both players 9 pieces have been laid, canMove equals to 1 and pieces are able to move. The players move by clicking their piece the wish to move then clicking on the place they wish to move to. When a line of three is made, being able to take an opponent's piece automatically, wasn't achieved however was improvised by having a button as a sprite labelled '3 in a row'. A player clicks this when they have three pieces in a row and this button enables the player to take one of the opposition's pieces. Having a score of how many pieces each player has taken was also not achieved because it was incredibly difficult to find operators which identified 'taking an opposition's sprite'. There was no end screen however once a player has won, a sprite displays that the appropriate player has one. There is no button to press to quit the game however the green flag resets the game as well as allows the player to play again.

The client said that it did not meet her requirements as it was only available as a two player game and not as a game against the computer however is satisfied with how the game functions. The clear layout made the game easy to understand and therefore play but she found the clicking of the sprites, rather than the dragging confusing at times. This could not be improved on as it isn't possible for sprites to be dragged in Scratch. The players turn as well as how many pieces were remaining was useful to have displayed on the screen as she can easily lose track.

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<sup>1</sup> <http://scratch.mit.edu/projects/13551680/>

### Recommendations for Further Development

If this product were to be further developed, simple factors such as being able to read the instructions, quit the game and display an end screen with the winner would be introduced. An option to play against the computer rather than another person would also be an option and would not require too complicated coding. If the computer were to place its pieces randomly, it would only have to be informed about valid moves such as which sprites are occupied however if the computer were to play strategically, more complex coding would have to be involved. I was unable to code that when three pieces of one player is left, pieces were able to fly to anywhere on the board however this is simple to code: if Remaining= $\leq 4$ , player can move to sprites 1-24. It was incredibly difficult to identify a three in a row, so a button was placed for a player to click on when they had one. In order for a player to play against the computer, the computer must be able to automatically identify a three in a row. In order to do this, a sprite must somehow recognise the state of its neighbouring sprites which is not something doable in Scratch.