

Stage E: Evaluation of the Product

Meeting the Criteria for Success

1. An empty board is clearly shown.
→ Well shown
2. Player can choose to play with computer or other player
→ Works well
3. When button is clicked, the color becomes black
→ This also works
4. The button can be clicked at any place if it hasn't been clicked yet
→ This is met.
5. When playing with computer, the difficulty level is shown and player can reasonably detect the different levels of computer
→ There are two types of level for computer: one is beginner and the other is intermediate. This criteria is met since beginner is very easy and they barely wins while for intermediate, if the player does not know the technique for the game, they may lose.
6. The computer always clicks the button when it is their turn.
→ This is also one thing that works in my program. However, there are rare times that computer does not press any button. I tried several times to fix this but it was beyond my level.
7. The rules of the game are correctly implemented
→ Well met
8. The game finishes as three-in-a-row is completely created
→ The game always ends when three-in-a-row is made
9. The first player who makes three-in-a-row is announced as the winner
→ The textfield always show who the winner is correctly.

Recommended for Future Improvements

The game is correctly implemented and it works well enough. For the player who first plays this game, he or she may not understand the winning strategy for the game but as she plays more and more, she is likely to see how the game works. The difference in level between beginner and intermediate computer is reasonably detectable.

However, there are times where the computer move is flawed for both beginner and intermediate level. For beginner level, I created random number and let the computer click the random button. However, there are times when the random number matches the button that has already been clicked. Therefore, I made two more random numbers in order to prevent this. But still, statistically even though there are three random numbers, there must be times when already clicked button matches random button. Thus, as the **advisor** suggested I would definitely make a loop of random number and let it make new numbers until the number is not occupied.

For intermediate mode, computer makes reasonable movement to avoid losing. Yet, there are few times when computer makes incorrect moves even though there are other places to avoid losing. This is due to a flaw in the computer that was too complex for me to understand.

Then, for minor changes, I would make the design of the board different since it looks too simplistic. Then, I would make a score board so that player can see how many times she won against the computer or a player.

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