

Reflective Evaluation

By Joe Harper

To code this project, I used Guizero and Python for the front end and for the back end I used Python and SQLite. Guizero was a good choice for displaying the information as it looked very neat and tidy. If I had more time, I would use Flask, but I decided to use Guizero as it looked very professional.

I did videos and forms for the user and developer to fill in about my project and a peer review from people in my class, and some of that feedback that I received is in this evaluation.

Assessment of Requirements Met

Functional Requirements

There were lots of functional requirements which needed to be met, and I believe that I met most of them. One of them was that the user must be able to log in and sign up, which was met almost immediately. That was the most important requirement because otherwise you wouldn't be able to access any of the remaining features of the app. Another important functional requirement would be that you have to advice about healthy living and fitness. You could see that on the free page and the premium page/paid for content. However, on the premium page there was digital content which included GIFs. This form was only able to people who have paid for premium content – if they hadn't then they wouldn't be able to access this page. I made sure in the code that it wasn't enabled for non-premium users and was only enabled for premium users. Another functional requirement which I met was that it must have accessibility features – I met that by having accessibility features where it had to go into light mode or dark mode. If I had not met this requirement then it would be a breach of the equalities act. One final functional requirement was that the system had to encourage users to go premium – this was met as when you logged in with an account, you got a pop up saying that you had one free month of premium which would encourage users to go premium. 20% of respondents in my survey said it was 10/10 and very simple to sign up, but the vast majority of respondents (40%) said it was 8/10 and was mostly simple to sign up. Furthermore, 93.3% said it was an easy to understand app. This was a requirement that I met as I needed to make sure it was user friendly.

Non-functional requirements

Some non-functional requirements were that the system had to be secure, that you had to either log in or sign up. If you didn't have an account, then you wouldn't be able to access the app and all the features of the app. One of the Key Performance Indicators (KPIs) was that you had to log in within 10 seconds, which I believe was met – if you had an account. If I had more time, I would have measured the performance to confirm I met the KPIs. I also believe that my app had a good response time and had a good performance, which was another non-functional requirement. I didn't meet all my non-functional requirements, such as making the font size easier. Had I had more time then I would have made sure that this would have been met as it is an important non-functional requirement. One piece of feedback said that I should have the sign-up time shorter, which I agree with. You have a lot of forms to fill in and I believe that I could have made it shorter, or combined two boxes or similar, but I didn't have enough time to finish that.

KPIs

Some KPIs that I created were that it should encourage users to go premium. This KPI did not have a numerical value, but I should have had it that the first 10 users who logged in to the system should get an alert telling them that they got 1 free month of premium content. Having said that, this KPI was met successfully as you got a message when you logged in/signed up alerting you that you've got a free month of Premium content which would encourage users to go premium, however I didn't finish creating the page for this, so it wasn't completed. Another KPI which I created that the app should be able to provide digital content. This was met to an extent, because in my proposal I said that the app should have videos every time the user clicks onto the piece of advice that they need. I didn't meet this requirement of having videos, but I did have animated GIFs.

Information Sources/Copyright

My information came from <https://www.nhs.uk/live-well/eat-well/eight-tips-for-healthy-eating/>, and some information was from my own knowledge. I made sure that it came from trusted sites that gave proper advice – and not from a third-party website or a different app which could give out misleading information. The images I used are logged in my copyright document, and they are all taken from trusted websites, and I believe that they can be used.

Mitigation of Risk

To mitigate risk, I made sure there was a log in or sign-up function. If you had an account, then you could log in straight away. If you didn't then you would have to sign up for an account. When you sign up for an account, I wrote code that the risk of SQL injection attacks was mitigated. I also made sure that the terms and conditions were agreed to, I had this as a string which appears. This is purely in case somebody has an accident whilst training, and that means the user is only responsible for any accident that happens to them during training.

Conclusion

In conclusion, I believe that my app worked excellently and how I wanted it to work. There were a few minor hiccups which I could have mitigated if I had more time, but I think overall I did well. I'm pleased with how the information looked, and how I managed to create it and how it followed most of my requirements. I know how to future enhance it in future and what to include.