

**Candidate Code: kly215**

**Criterion E**

The candidate will be reflecting on whether the application addresses the success criteria in criterion A verbatim along with the client's evaluation:

1. Handle purchases including card purchases, card deposits, walk-ins, etc. and keep track of the cash register and play cards' balances.

The application handles all sorts of purchases and storage without error. While the application does this fine, the client notes that financial auditing requires there be clearer ways to quantize the revenues generated from buying and depositing into play cards. Measuring revenues is possible yet difficult. Doing so for card purchases, for example, would require the client to access each play card and get the balance from there. In case of deposits, the client has to find the difference between the new and old balance, making it necessary to do this type of tracking daily which is time-consuming. Instead, the application should write summaries or reports of play card purchases and deposits.

2. Perform transactions quickly and efficiently by minimizing wait times.

The application handles all sorts of applications swiftly as compared to the current system that lags and takes long to save a transaction. The client agrees that this quality is especially handy when it comes to rushes in the playground and that it would improve the customer experience since they would not have to wait in lines anymore, or at least they wouldn't wait for long.

3. Generate reports for registered walk-ins and view the cash register's balance.

The application does this only while running. Despite it working, the client suggests permanent, day-by-day storage of this information for financial accounting.

4. Ensure the security of customer information by using authentication processes to prevent unauthorized access to others' play cards.

The application makes sure that the cardholder himself is doing the purchases by making sure that the card's CVV stored matches the one the client gives. However, this does not account for any malicious activity from the side of the staff, intentionally or unintentionally, to access the text files used as storage and edit its sensitive information.

5. Have a user-friendly interface that is easy to navigate. Staff should be able to buy and deposit money on play cards easily.

Upon a staff's second to third click, they would have done one complete transaction. The client agrees that the application is not unnecessarily complex - unlike the current system - and is minimalistic. This makes it quick reliable, and versatile for staff to work with.

6. Store play card information permanently.

The client suggests to use a database for the storage of information rather than volatile and unsecure text files.

This evaluation highlights the areas where the application performs well, like handling purchases accurately, swiftly, and providing a user-friendly experience. It also poses improvements like integrating more straightforward ways for measuring revenues and using a secure database for storing information. Overall, the client recognizes the application is what they need for the new cashless scheme and is perfect for the initial pilot testing phases. However, they emphasize the mentioned improvements need to be made in case the business will adopt this application.