

Analysis and critique

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title: TicTacToe,

Analysis and critique.

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Analysis and critique

I can say that the application is functional, is perfectly configured to run the game, understand what is happening and give an appropriate answer, the buttons are working properly and the side menu is displayed as an option to the original design. However, I must say that the Design on it was not complete, I know that more practice on IONIC to get a background (for example) was necessary, but I am proud that while the application is not the best on design, on functionality is good!

I did practice and learn new ways to do stuffs with Js and I think that after my big fight for around one year with this language finally I do understand what I am doing.

The application is fast and fluid, but I want to do mention of some elements that were not added because time and some that I want add on future actualizations.

- Function to block the grids already played.
- Line under the characters on the play win.
- Better design on the image of the application.
- Login section
- Play again other player function.
- Function to add information about Win/lose games to the profile

Of course, to get all this functionality working properly is necessary most than 5 days, and with the appropriate manage of the time this can be possible, the main task to get this is add the User profile to the app, and this can be added for many ways: Phone id, mail account, profile on internet. I think that Facebook or Twitter can be perfect options to get this functionality, being Facebook the favourite option for me, not just for the Games Developers platform that exist already, but also for the user that can be acquired from this platform.

I will not leave back the option of phone ID for catch users on a quickly way, I just need look a little more to find an API and understand how do it work on my app.

About the design issues, is not a big concern to me. I just need find the time to practice on Ionic and do it true.

Play again other player function is something that can be done on two ways, same device 2 interactions, or different devices with user's interaction. One

of course is more easy to do than other. Is good to know my limitations and understand that no all is say "I want for my app this that and this" but understand the complexity of each functionality present on an application.