

Success Criteria Evaluation

1. **Achieved***: Client's input of wrong email format and password was rejected in both sign in and sign up pages
 - *The client expressed that the app should also validate the complexity of the password so that no vulnerable accounts can be made *[line 13 - 16, Appendix C]*
2. **Achieved**: Client was able to successfully create a student's and teacher's account which are both stored in the database
3. **Achieved***: Client was able to log into both student's and teacher's account when correct email and password are inputted
 - *The client said that it might be better if there was a "forget your password" option just in case him or his students forget their password, they'd still be able to recover their account *[line 33 - 35, Appendix C]*
4. **Achieved***: Client successfully created a classroom within the teacher's account and joined a classroom within the student's account
 - *The client was concerned that the classroom ID is too long and it may be too time consuming for the kids to join the classroom *[line 43 - 44, Appendix C]*
5. **Achieved**: Client could create, name, enter and delete classroom selected; input, edit and delete students statistics and feedback for T-ball players; remove student selected from the classroom
6. **Partially Achieved***: Client tested out the program's validation and most were included but it might be one validation that's missing
 - *The client said that the program did not validate for "0 base ran" and needed to validate it. This is because when "0 base ran" is inputted, the player should either be caught out or have 3 strikes and time in seconds should be N/A *[line 43 - 44, Appendix C]*
7. **Achieved***: Client is able to see the graphs and numbers presented and can filter them based on the selected time period
 - *The client said that the app could be better if the data is forecasted so that he could support players that may decline or not improve in the future. He also expressed his concern over the lack of information on the different colored dots for the batting distance diagram as he was unable to comprehend what the different colours meant. So he urged that information on those colored dots should be included into the app *[line 73 - 77, Appendix C]*
8. **Achieved**: Client was able to see the feedback he entered from the teacher's account within the student's account
9. **Achieved**: Client was able to see his inputs, student's stats, his classroom's ID and students within the classroom

Further development

- Enable the client to change their password if they forget it by adding new functions that sends verification code to the user's email and new button widget in the SignIn class to access the new functions
- Implement a validation check for "0 base ran" which prevents client from inputting invalid data by accident
- Enable the client to comprehend the different colored dots of the batting distance diagram by implementing a new pop-up widget in TeacherInputStudentData class that displays information of the colored dots