Criterion E – Evaluation

Success criteria evaluation (Appendix 2.1, 2.2)

Number	Success criteria	Fulfilment	Evaluation
1	A simple GUI that represents a chess board	✓	The graphical user interface for the chess windows does resemble a chess board and allows for realistic interaction with the chess game.
2	Incorporates menu screen	✓	When the program is run, a menu screen does appear and allows the user to select whether to start a new game or load a saved game.
3	Straightforward and initiative interaction with the game (Use of buttons)	✓	The user interacts with the whole program purely with the use of buttons. Results in easy interaction, unlike like other methods such as using a console.
4	Simplified version of chess with less rules – Game ends with kicked king or checkmate	✓	The game only follows the core rules of chess resulting in simpler gameplay. The game ends either when a king is removed from paly or when a checkmate is detected.
5	Will evaluate whether check or checkmate has taken place and inform the user	✓	When either a check or checkmate occurs, the program informs the user with a message dialog, so the user does not have to search for it.
6	Visually display the possible moves of a piece on the board when it is selected	✓	When a piece is click on and it is their turn, the GUI will highlight possible moves in green, indicating how the selected piece can move.
7	Able to undo moves.	✓	When the undo button is clicked, the previous layout of the game is put into play. If no moves can be undone the program informs the user.
8	Include a text field that informs the players about events in the game.	✓	There is a text field at the top of the chess game window. It cannot be edited and informs the players about events in the game.
9	The possibility to save the layout of the game for later play.	✓	When the save button is clicked, the game state is saved to a save file. When the load game button is clicked, the save is loaded.

Client evaluation and recommendation for improvements (Appendix 2.2)

My client was very satisfied with the final product. He confirmed that the product was what he expected it to be and fulfilled his requested criteria. He suggested one improvement, which was to have the pieces represented by icons of the real pieces, instead of text, to further resemble the original game.

When talking to my client another time over the telephone, me mentioned a couple other features he would like the program to incorporate. My client suggested to have a "redo" button next to "undo" button in order put mistakenly undone moves back into play. He also said we would like the game to automatically save, if the program accidentally gets closed before he manages to save the game manually, as he once lost his entire progress as a result of not having this functionality.

Section word count: 136

Further potential improvements

Reflecting upon the final product, I have thought of other potential features that could have been added to the final product to further improve its user experience and capabilities.

The ability to have multiple saves would be simple to add (since the possibility to save is already implemented) and would allow the user to have multiple uncompleted games instead of just one.

Traditional chess also includes the timing of players for their moves. A timer could be added next to the board and would be operated by the program based on how players move, removing the need for players to switch the timer manually, as needs to be done in traditional chess.

Furthermore, the orientation of the board is fixed and cannot be changed (white pieces at the top and black at the bottom). Although it is not necessary, some users may prefer to play chess in the opposite direction or sideways, instead of top to bottom.

Section word count: 157