

## Evaluation Criteria

NGU0193 - 12SOFA (Mr. Toet)

### Effectiveness

| Aspect                    | Evaluation Criteria   |
|---------------------------|---|
| Accessibility - Motor     | Can controls/inputs be remapped/reconfigured?   |
| Accessibility - Motor     | Can all elements of the user interface be accessed using the same input method as the gameplay? |
| Accessibility - Cognitive | Is there an option to disable flashing images?  |
| Accessibility - Cognitive | Do all labels and text have simple, clear language?   |
| Accessibility - Vision    | Is the default font size easily readable?   |
| Accessibility - Vision    | Is there sufficient contrast between text/UI and background?                                    |
| Accessibility - Vision    | Can interfaces be resized?  |
| Accessibility - Vision    | Can non-essential moving elements (backgrounds) be disabled?                                    |
| Accessibility - Hearing   | Can the volume of different gameplay elements be changed separately? (Music, SFX, Master)       |
| Accessibility - General   | Are there a variety of difficulties that can be played?   |
| Accuracy                  | Are score calculations accurate?  |
| Accuracy                  | Are scores between 0 and 1,000,000?   |
| Accuracy                  | Are accuracy calculations accurate?   |
| Accuracy                  | Is the current song position accurate?  |
| Accuracy                  | Are notes correctly synced to the music?  |
| Accuracy                  | Are .osz files played correctly?  |

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|--------------------------|---|
| Accuracy                 | Are TJA files played correctly?   |
| Accuracy                 | Do bar lines show correctly?  |
| Accuracy                 | Is all song information accurate?   |
| Attractiveness           | Are colour choices appropriate to the software?   |
| Attractiveness           | Is there sufficient space between elements?   |
| Clarity                  | Is the default font size easily readable?   |
| Clarity                  | Do all labels and text have simple, clear language?                                       |
| Clarity                  | Are styles for buttons, headings and labels used consistently throughout the software?    |
| Communication of Message | Is date/time format adjusted correctly according to computer region?                      |
| Completeness             | Have all functional requirements been implemented?  |
| Completeness             | Have all non-functional requirements been implemented?                                    |
| Maintainability          | Is there sufficient internal documentation?   |
| Maintainability          | Does the codebase follow clean architecture principles?                                   |
| Readability              | Is there sufficient contrast between text/UI and background?                              |
| Readability              | Are interactive elements clearly interactable, communicated through colour and font size? |
| Readability              | Is appropriate text formatting used for all text elements?                                |
| Relevance                | Are there any parts of the system that are unused or not frequently used by users?        |

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|------------|--|
| Relevance  | Is all of the gameplay information relevant and/or necessary?                    |
| Timeliness | Does the chart import process happen within an acceptable time frame?            |
| Timeliness | Does loading charts happen within an acceptable time frame?                      |
| Usability  | Is the software solution easy to navigate?                                       |
| Usability  | Is the design easy to navigate, with logical grouping and placement of elements? |
| Usability  | Can users easily locate key features or content?                                 |
| Usability  | Is all of the information presented relevant and necessary to user goals?        |

## Efficiency

| Aspect                    | Evaluation Criteria  |
|---------------------------|--|
| Cost of file manipulation | How much memory or storage is required to load, save, or render the UI elements (e.g., assets, layout files)?                                |
| Cost of file manipulation | Are all assets optimized?  |
| Functionality of software | Does the solution's design enable all intended interactions, workflows, and outputs without requiring additional workaround or extra effort? |
| Functionality of software | Has the solution implemented all of the functional requirements agreed upon by the client?   |
| Speed of processing       | Does the user interface respond to inputs quickly?   |

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| Speed of processing | Does the solution's design load and respond to user interactions or state changes quickly?   |
| Speed of processing | Does the solution's design load and respond to user interactions or state changes quickly (in resource-constrained environments such as older hardware?) |
| Speed of processing | Does the process of saving files (high scores, player preferences) happen quickly?   |
| Speed of processing | Does the process of loading files (high scores, player preferences) happen quickly?  |