**Criterion E: Evaluation**

**Evaluation of the product**

* **Different levels will be implemented with 5 stages to complete per level;**
  + Met, At launch the “Easy” Difficulty is set and later can be changed through settings option in Main Menu.
* **Program should provide a friendly interface for teachers and students;**
  + Met, Has a simple Teal color-based design with a straightforward and easy to use layout.
* **Audio on each button clicked should be implemented;**
  + Met, Every time a button is clicked a silly audio is played and is implemented with the same flow as the are buttons clicked.
* **Rules of the game will be correctly implemented in the game;**
  + Met, Instructions to play the Hangman game are clearly presented in the Help option.
* **Game interface shows a basic and clear representation of the game’s layout;**
  + Met, Shows a fully functional game interface which consists of number of lives as rectangle shaped icons which cuts out upon wrong letter selected followed with options of letters to pick from, for a randomly generated vocabulary word.
* **Hints for each word in every difficulty should be implemented;**
  + Met, There is Hint Box under the alphabetic letters which the end-user uses to guess the right letter for the vocabulary word.
* **Hangman stick figure to be executed so that it would be easier for students to know whether they are on the right track followed up with a pop-up to show whether they win or lose;**
  + Met, Every time the end-user selects a wrong letter, a part of the stick-figure body is drawn on the left panel on the game screen, Once the entire body is drawn a pop of “You Lose!” is drawn and when all 5 stages are cleared a pop of “You Win” is drawn.
* **Can be used on multiple operating systems;**
  + Met, Even though this program was developed using Windows. The .jar file was converted into an executable file so it would help run into multiple operating systems

Overall the product works as expected for the most part, without any drawbacks.

**Recommendations for Further Development**

My client Mrs. X was quite satisfied with the result of the product. When she was able to give me feedback, we discussed about how the program can be modified and expanded. After a lengthy conversation, we concluded that the following modifications could be made:

- Minor Improvements –

* + Implementing a button to “Try Again” after a win or loss, so that they can keep trying until whenever they feel like it.
  + Extend the amount of lives or enforce a way to earn a lost life back, It might motivate the students to want to play more.
  + Extend the amount of stages from 5 to 10, as there are around 100 words per level and it’s fairer.
  + Add Synonyms and Antonyms as a Selection for “Hints”.
* Major Improvements –
  + **Online version of the Game:** So, the game can be accessible online anywhere and anytime instead of keeping the exe file with you all the time. It will also be able to be easily accessible for users having issues with the .exe file. This can be possible when the executable file converted into an PHP in a server.
  + **Bonus Levels & Scoreboards:** It could act as a way to motivate the students into playing more by hitting and beating their own high scores and getting rewarded with bonus levels which can help them achieve a bonus life or any sort of extra asset.
  + **Multiplayer Option:** This would help students play the game in pairs gaining collaborative skills and help them learn their vocabulary faster.
  + **Ability to add your own words:** The teachers could add specific words for the students to guess or students can add their own words which they’ve been facing a difficulty with.
  + **Music:** Adding a piece of ambient music in the game could help the student remember their words with a specific pattern which could help them know their vocabulary in a more efficient way.

**Wordcount: 667**