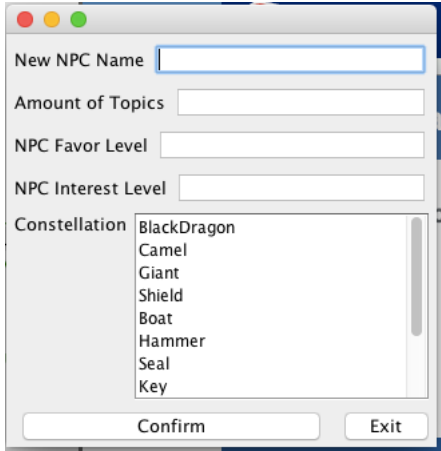
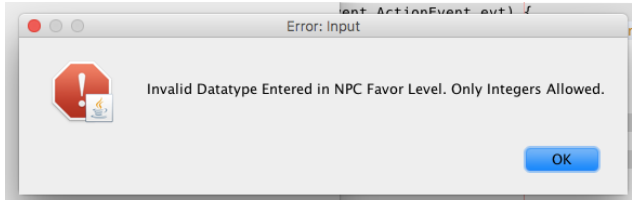
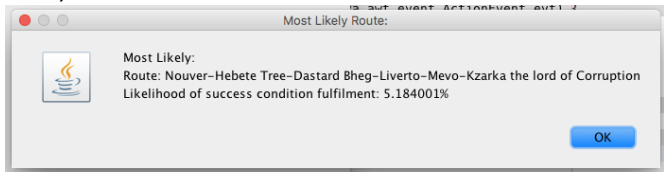
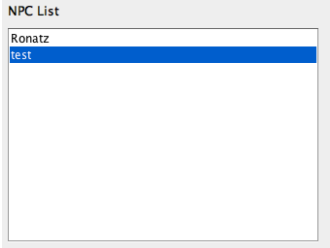


## Success Criteria

<p>User will be able to input the necessary data: interest rates, favor level, percentage to spark interest; needed for route optimization calculations.</p>	 <p>Met</p>
<p>Program will have a simple, user-friendly UI, with buttons and text fields, to be judged and approved by users through feedback.</p>	<p>Met, see Appendix 2 for user feedback.</p>
<p>Program will have input data checks to alert the user in cases of invalid data entry.</p>	 <p>Met</p>
<p>Program will be able to correctly calculate the optimal route for a given set of user-inputted data – I shall test this myself with a selection of real test data multiple times.</p>	<p>Met, confirmed with self-calculations</p> 
<p>Program will be able to output its proposed solution.</p>	<p>Met, see above.</p>
<p>Program will provide a selectable list of most commonly used NPCs with default data values already stored.</p>	 <p>Met</p>

<p>Program will provide a selectable list of all possible success conditions.</p>	<div><div>Success Condition List</div><div>Talk Freely with the NPC Fail to Spark the Interest of the NPC 1 Time Fail to Spark the Interest of the NPC 2 Times Fail to Spark the Interest of the NPC 3 Times Fail to Spark the Interest of the NPC 4 Times Fail to Spark the Interest of the NPC 5 Times Spark the Interest of the NPC 1 Time Consecutively Spark the Interest of the NPC 2 Times Consecutively Spark the Interest of the NPC 3 Times Consecutively Spark the Interest of the NPC 4 Times Consecutively Spark the Interest of the NPC 5 Times</div></div> <div>Met</div>
<p>Program will provide a selectable list of all possible constellations (route structure).</p>	<div><div>Constellation</div><div>BlackDragon Camel Giant Shield Boat Hammer Seal Key</div><div>ConfirmExit</div></div> <div>Met</div>
<p>If the NPC that the user wants to converse with isn't in the program, the program will provide an interface to allow a user to create their own default settings and values for a custom NPC with custom conversation topics with the needed data values [1] required for the calculation of the optimal route.</p>	<div><div>AmityCalculator</div><div>Amity Route Optimization Calculator CLOSED BETA v0.5</div><div><div>NPC List</div><div>Ronatz test</div></div><div><div>Create New NPC</div><div>Remove NPC</div><div>permDelete NPC</div></div><div><div>Display Routes with:</div><div><div>Most Amity Gained</div><div>Greatest Likelihood to Succeed</div></div></div><div><div>Reload App</div><div>Edit NPC Values</div><div>Confirm Selection</div></div><div><div>Success Condition List</div><div>Talk Freely with the NPC Fail to Spark the Interest of the NPC 1 Time Fail to Spark the Interest of the NPC 2 Times Fail to Spark the Interest of the NPC 3 Times Fail to Spark the Interest of the NPC 4 Times Fail to Spark the Interest of the NPC 5 Times Spark the Interest of the NPC 1 Time Consecutively Spark the Interest of the NPC 2 Times Consecutively Spark the Interest of the NPC 3 Times Consecutively Spark the Interest of the NPC 4 Times Consecutively Spark the Interest of the NPC 5 Times</div></div><div><div>Help</div><div>Exit</div></div></div>

Met

**Recommendations for Further Development**

*Add configurability to the constellation and success condition lists by the user*

Though the game company has originally stated never to change the options in success condition and constellation, new updates have shown that the opposite is false. Allowing a user to configure such fields will ensure program relevance.

*Add a graphic to better illustrate NPC topic initiation sequence*

Certain NPC constellations will cause the NPC to initiate conversation with selected topics in a different sequence than that during selection. Adding a graphic will pinpoint, to the user, the definitive input positions of NPC conversation topics.

*Add an option to save best route output to a text file in a specified user destination*

For ease of access and better user experience such that the user doesn't have to fire up the application each time for an already performed, regularly used conversation topic.

(Note: Evaluative client feedback chatlogs may be seen in Appendix 2)

(Word Count: 361)