Success Criteria

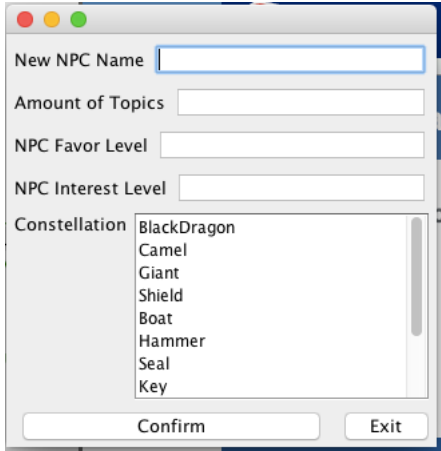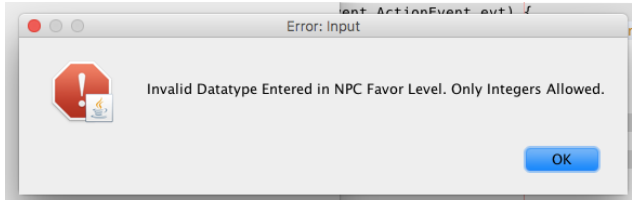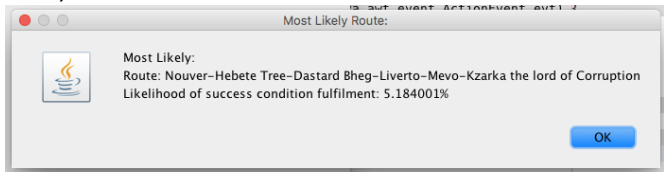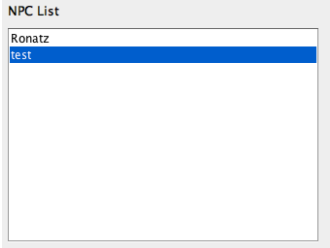|	
User will be able to input the necessary data: interest rates, favor level, percentage to spark interest; needed for route optimization calculations.	Met
Program will have a simple, user-friendly UI, with buttons and text fields, to be judged and approved by users through feedback.	Met, see Appendix 2 for user feedback.
Program will have input data checks to alert the user in cases of invalid data entry.	Met
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.	Met, confirmed with self-calculations
Program will be able to output its proposed solution.	Met, see above.
Program will provide a selectable list of most commonly used NPCs with default data values already stored.	Met

Program will provide a selectable list of all possible success conditions.	 Met
Program will provide a selectable list of all possible constellations (route structure).	 Met
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.	 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)