

# Criterion E Evaluation

## Success criteria

1. Displaying a set of civilizations depending on the choosed version, thus users don't need to make a lot of bans of heroes that are not available for him

**Fulfilled.** Users can quickly access needed versions and don't make a lot of unavailable bans.

2. Providing a convenient list of civilizations sorted by alphabetical order, making it faster and simpler to find civilizations

**Fulfilled.** Civilizations are alphabetically sorted and displayed in a list.

3. Having a description of each civilization for users to navigate better in their abilities and making more relevant bans

**Fulfilled.** There is a unique description for each civilization.

4. Ability to vary the number of civilizations available for the player

**Fulfilled.** Users can vary the number of civilizations per player.

5. Ability to vary the number of players for which the random distribution should be done

**Fulfilled.** Users can vary the number of players for a distribution.

6. Outputting an error warning messages, so the user could solve it independently

**Fulfilled.** Error warning messages are being outputted when invalid data is inputted.

7. Outputting a visual table with a set of available nations for each player

**Fulfilled.** Visual table which demonstrates available civilizations in case of valid input.

8. Adding new civilizations by the users in the versions sets, for being independent of official game updates

**Fulfilled.** Users can add new civilizations and their descriptions to the last version.

9. Having a table of most frequently made bans, thus new players could do relevant as well, hence not leaving overpowered civilizations in the game and bringing imbalance

**Fulfilled.** After the user will ban several civilizations the top bans table will be filled and could be accessed.

10. Having contact information in case of a problem that cannot be solved by the user independently

**Fulfilled.** Users can find contact information in the error warning messages and at the top of the program.

11. Have a simple and visually intuitive design of the program.

**Fulfilled.** Client has confirmed that design is simple and intuitive.<sup>1</sup>

## Recommendations for further development

- Create ability to add new versions by the users, hence adding new civilization feature would be for this new added version
- Sort civilizations list at first by the most frequently banned and after by the alphabet

---

<sup>1</sup>Appendix 5; Evaluation interview with Mary

- Create a small guide at the start of the program which will describe functions of each buttons and how program works, maybe create same tooltip windows for buttons with description as civilizations have
- Create a more colorful navigation, outlining main buttons and features by colors

**word count: 424**