

## **Criterion E: Evaluation**

### **Meeting Success Criteria**

<b><u>Success Criteria</u></b>	<b><u>Achieved? How?</u></b>
The program will allow the client to add exercises, change/edit questions, and delete questions or exercises that do not meet their requirements.	<i>This was achieved by using the CRUD functions for PHP 5, allowing my client to edit the games as they see fit.</i>
The program will allow users to create an account, storing their username, password, and high scores for every task. The website's main features will not appear until the user is logged in or registered.	<i>This task was achieved by using HTML patterns and PHP POST methods storing the user's inputs in the database.</i>
The program will allow users to recover their password, in case they forget it or wish to change it.	<i>This was achieved, now any users who wish to change or recover their password can do so by pressing 'Recover Password'.</i>
The program will send a welcome email to every new user that registers.	<i>This task was achieved - for every new user a welcome email will be sent to the user's email address.</i>
The program will allow users to send their feedback and comments about the product to the client.	<i>This task was achieved by adding a feedback form at the bottom of the main page.</i>
Have a functioning score system that adds a point to the user's high score while playing the game.	<i>This task was achieved by storing each user's high score for a particular game in the database. The program then displays the score on the game menu.</i>
A timer of 20 seconds will be set for every question on each game. If the user surpasses the time limit, the user will proceed to the next question and will lose a point.	<i>This task was achieved by implementing a time bar underneath each question. After the time is up, the user proceeds to the next question and the timer restarts.</i>

### **Feedback from client**

My client is overall pleased with the final product. However, my client suggested that the design is lacking a little bit of creativity, however, it was not an urgent matter. The most important part of the product is its functionality. She stated that the concept of

the website was very intriguing and that I made an excellent job making the Admin Panel as clear as possible, and easy to use. The client also stated that they are looking forward to trying this product on some of their students at the Foundation Ababou. (See Appendix B).<sup>1</sup>

### **Recommendations for future improvements**

- To improve the product in the future, I could add more movements and animations to the games, entertaining the user while learning new content at the same time. This can be achieved by using jQuery.
- The symbol for the product is an owl with a graduation cap, named *Russell*. The purpose of this symbol is to create a friendly environment on the website. The website can become friendlier by making Russell 'alive' motivating and congratulating the users when completing a game. This can be achieved by using jQuery and Adobe Flash.
- To improve this product, I could allow users to create their own exercises. This way each user can focus on the skills they're lacking rather than repeating the same exercises. This can be achieved by making the resources from the admin's database accessible to the user's database, the product as a whole wouldn't be affected.

***Words ~ 248 words***

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<sup>1</sup> Appendix B: Feedback from Client