Criterion E: Evaluation

Success Criteria

Will allow students to train their own neural networks	Students can train their own neural networks using the train button on the main menu.
Will allow students to save neural networks	Neural networks are automatically saved to UserDefaults after they are trained.
Will allow students to choose different neural networks to see how they work	Students can choose and experiment with any of the saved neural networks using the choose network scene.
Character and enemy sprites will be animated	All of game is properly animated and runs smoothly.
Will have a game main menu, allowing students to choose between training a new neural network and using an existing neural network	The game has a main menu that allows students to choose between training new networks and using an existing neural network.

Recommendations for Further Development

Following the finalization of my development, I consulted with my client again and was very pleased to hear that they were very happy with the solution. The client commented on the ease of use of the application and the straightforward nature of it, as well as the portable factor (since it's a mobile application). They did however make the following recommendations for further development:

1. *Include Instructions*

They stated that it would be helpful to have an instruction page included in the app to help students quickly learn how to use the application and provide more information about neural networks in general. The framework for an instructions scene is already included in the codebase and only the text of the instructions needs to be added.

2. *Improve layout of Choose Network Scene*

The client stated that there are some layout problems with the current Choose Network scene configuration. If a user has more than 8-10 networks saved (depending on the respective phone screen size), the labels begin to go off screen. This can be solved by using a dynamic font for the labels and creating constraints for the layout.

3. *Allow user to start at a given level*

Another one of the recommendations my client stated, was adding the ability to start at a given level. He told me that starting off at level 0, with slow speeds, can lead to students getting bored of the app. This can easily be added to the game with the current architecture, only a user input screen that changed the level variable would need to be added.

4. *Allow users to share networks*

One of the ideas I have for further development is the potential to share networks with you friends. This would be a little more difficult than the previous ideas, as it would require a major component to be added. This could potentially be implemented using Apple's Airdrop framework.

Word Count: 276