

## Criterion E: Evaluation

1) The program opens by showing a list of sports (badminton/tennis) from which the client selects one.

- **Met** – The client can add and remove sports using the add/remove sport buttons.

2) Within each sport is a list of players. Players can be added/removed by the client using the GUI. When adding a player, the client is told whether the player is eligible for varsity, JV or both.

- **Met** – The client can remove and add a player, and the add player screen shows the client whether or not the player is JV/Varsity eligible.

3) The client can view and modify the criterion used to score the players. They can also see the average ratings on criterion for the team as a whole, and each separate (Boys Varsity, Girls Varsity, Boys JV, Girls JV) team.

- **Met** – The client can click the manage criterion button, where they are shown a table of the criterion and the average values. From here, they can add, remove and edit criterion.

4) The user can enter categories for each criterion, to help them sort criterion into sections. When adding a new criterion, the user can enter the effect the criterion will have on the player's rating.

- **Met** – The client can enter a category and add a new criterion. The table displays criterion sorted primarily by category. A slider allows the client to modify the effect of each criterion.

5) The client can enter criterion ratings for the player, and can view, add and edit these ratings. They can see the history of the player's ratings over time.

- **Met** - The edit player button is provided to view the history of the player's criterion ratings over time, along with the current ratings. These values can be modified by the client.

6) The program creates a game schedule for the players by splitting them into groups based on how many players and how many courts exist, and the skill levels of the players, then making each player play all others in their court.

- **Met** – The client can click the view games screen to view a list of games sorted by courts.

7) The client can change the number of courts in the game section. The client can enter game results in the game section. These results are used in the creation of the team.

- **Met** - The number of courts can be modified through the set court number button. Double-clicking a game allows the client to enter its score.

8) The program creates a team as shown in Appendix 3. The team creation is fair, based on the criterion ratings and game results, and within the acceptable range desired by the coach.

- **Met** – The manage team button leads to a screen showing the team created by the program. The client himself has tested the program and approved the teams created by the program.

9) The GUI is neat and the help section explains all features to the user. The program checks the validity of data entered by the client and informs the client if data has been entered incorrectly.

- **Met** – The client feedback is very positive on the interface. The client likes the help messages and warning messages provided.

## Recommendations for Future Development

**Player Ratings** – To decrease the load on the coaches, the client wanted for players to be able to rate their peers. Adding a section to the program called “Peer Ratings” where players could select their peers and give them a rating would allow this to happen. These peer ratings would not be given the same weightage as the coach ratings, but would still be included in the calculations. Due to the code’s being modular and extensible in nature, this can be done by modifying the `getplayerratings` method in the `Player` class to include peer ratings in the rating calculations.

**Player Reports** – Based on client feedback, the program could also send reports to players informing them of their progress. This could be done through the use of the JavaMail API – a third-party API that allows java programs to send emails. These player reports would include the players’ recent game results, their games won and lost count, and their rating history. This would allow the players to self-evaluate their performances.

**Game Results** –In the player edit view, the coaches realized they would also like to be able to see a player’s game results along with their criterion ratings. This would allow them to see how a player has performed in games recently, and notice any surprising trends in their game results. This feature could be combined with the `findimportantgames` method so that important games could be displayed in a different color than normal games, drawing the coach’s attention to important games.

**Flexible GUI** – Currently, parts of the GUI are coded using an `absolutelayout`. This is acceptable by the client, but they were also wondering if it would be possible to create the GUI in a manner that would allow them to resize the screen without affecting the layout of objects.