Criterion E: Evaluation

Meeting the Criteria for Success:
    1. Application allows for the complete board game to be played, this is met.
    2. Application allows for 2 - 4 players (just like the board game), this is met.
    3. Application allows for user input to make needed decisions, this is met.
    4. Application prohibits actions that violate the rules, this is met.
    5. Application automatically completes tasks that do not require user input, this is met.

Feedback from the Client:

    After reviewing the application, the client overall liked the product. They liked the intuitive nature of the user interface and the ease of the game play. Overall, they were satisfied with the application, however, in the future they would like to see a tutorial, an automated player (ai), and saving and loading features.

Recommendations for Future Improvements:

    I found this application useful for the playing of the game, but for players that don't know the rules that well, it may be a little difficult to understand at first. To combat this in the future, one possibility is to make a tutorial to help teach and guide new players in their first game, as well as explain the rules to them.

    Another feature that could be added is the ability to return to the start menu in order to begin a new game after a game has been finished. This will streamline the process of beginning a new game, helping keep the players engaged. In addition, adding a saving and loading feature to the application would allow for players to pause and resumed games at a later time as well as opening up the possibility of having multiple games that are in progress and can be resumed.

    After playing multiple games, I realized that there is not always someone else around to play the game with. Adding in computer-controlled players would solve this problem. Computer player could have varying levels of difficulty in order to accommodate players of different skill levels. Less advanced players would be able to play against easier computer-controlled players to help develop their skills and strategies while more experienced players could play against harder computer-controlled players. In addition, they could be added to a game of 2 or 3 human players to make the game more interesting.

    Another possible improvement could be the ability to customize the players. Adding in the auctionability that allows players to enter in their name and choose their color would give the player more control. This could help keep the users engaged and having fun.