

## Criterion E - Evaluation

### Criteria For Success List

\*Please refer to the criteria for success list from Criterion A earlier in the document. The Numbers in the left column below correspond to the numbers in that list.

	<i>Comments</i>
<i>Function</i>	
1	Accomplished
2	Award calculations not completed, due to necessity of other algorithms to be completed first
3	Accomplished
4	Accomplished
5	Accomplished
6	Cannot implement until search algorithms are finished
7	Accomplished
8	Award calculations not complete as explained in an above column
9	Accomplished
10	Cannot implement until search algorithms are finished
<i>Usability</i>	
11	Not all functions completed. Will implement once this has been achieved
12	Accomplished
13	Accomplished
14	Accomplished
<i>Error Handling</i>	
15	Not all forms of input completed, for example, search inputs. This will be

	implemented once they have been.
16	Search algorithms not completed.
17	Partially Accomplished, as search algorithms have not been completed.

**Word Count: 140**

### Feedback

\*Please refer to interview 2, appendix B to see the whole interview. The following portion is simply a summary of that interview.

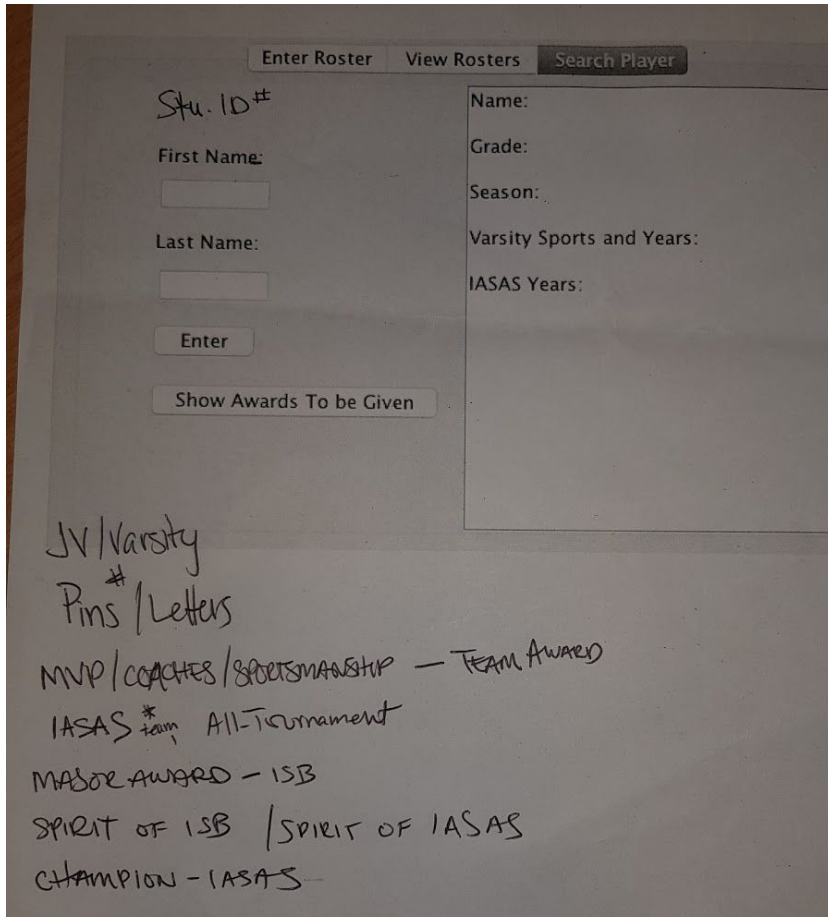
\*In this interview, another stakeholder was asked to join (this stakeholder had not been consulted prior to the development of the program)

#### *Positive Comments*

- Combo boxes and checkboxes are greatly appreciated
- Method of searching players and viewing award and specific roster records has been done well
- Hierarchy through player types is a perfect implementation for the purpose of this program

#### *Improvement Needed Comments*

- Not all necessary attributes are able to be defined
- There is no place to display all the players
- It is somewhat counterintuitive considering that each player must be manually typed in
- Not all awards and calculations are accounted for



**Word Count: 124**

Recommendations From Client

<i>Recommendation</i>	<i>Benefit</i>	<i>Is it Realistic?</i>
Ability to input student ID number	Easier to distinguish between players	Adding this as an attribute to the data types is simple, as is adjusting algorithms
Display all players	Allow user to see each individual player	A simple display table is sufficient, however as the database gets larger, processing time will be longer.
Allow players to be copied and pasted in through a third party spreadsheet	Quicker and easier to input player data	No, as the intended spreadsheet did not include all the data, and therefore

		would require player by player type in action, which is counterintuitive.
Include calculations for Pins	Another tedious task that can be automated	A simple algorithm that iterates through player instances, so yes.

**Word Count: 123**