

Evaluation of Solution

- Access is very easy as all that is needed is an internet connection and a browser and it should be able to work due to Github pages.
- Data does show a difference based on the input velocity and output; the connection is not made clearly though
- Being able to physically see the arm is there however it is lacking some extra details that would make it more life-like

Effectiveness

The ability to manipulate the arm is limited but does effectively show the rate at which ratios can affect the circular motion and torque of a given motor. In this case it does succeed in its purpose however it is only effective with one set and does not account for some other variables not added into the simulation which will be talked about in the recommendations section.

It was also quite easy to access and the page would load quicker than I had previously expected. This is a serious benefit to be able to use this program quickly in order to teach simple concepts to students.

The client would have preferred if there were some more clarity with the GUI overall, such as making the gear update its look with the teeth added. The timeline in the end, although an interesting feature, was not useful after being used maybe once or twice.

Recommendations for further development

Minor improvements

- Better UI which can perhaps show the number of teeth selected instead of just being essentially a placeholder png

Major improvements

- Include physical simulation with added torque like weight or length of the bar
- Suggestions given to the user
 - This was in the original idea but it was just not practical for the amount of time it would take to actually set it up
- Section size manipulation
 - The same way you can change the size of google tabs I feel as though it would be effective to be able to have a similar feature for this

Hi Narai,

Just a couple of things but this may be my misunderstanding of it so don't be insulted:

Love the visuals

The play and stop button seem to have the same function (would a pause button be better).

I can't get it to stop spinning once started

The middle slider needs a label, what is it for?

The movement really helps but it would be better if the gears match the gear input number (can see the difference visually too)