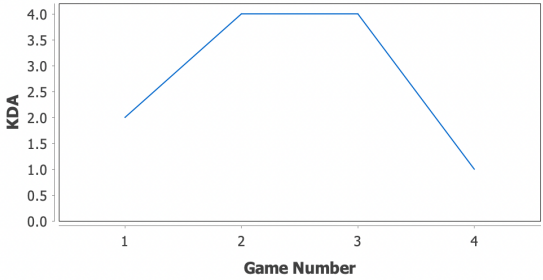
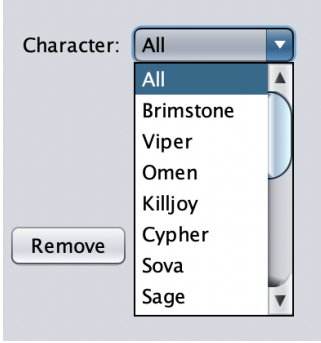
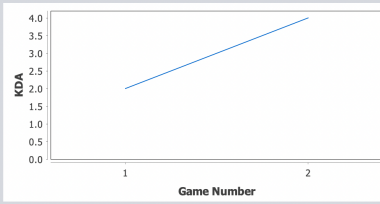


Criterion E: Evaluation

Success Criteria:

<p>The users will be able to see their match history.</p> <p>Met</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Game #</th> <th>Agent</th> <th>Kill</th> <th>Death</th> <th>Assist</th> <th>Win</th> <th>KDA</th> </tr> </thead> <tbody> <tr> <td>4</td> <td>Omen</td> <td>2</td> <td>4</td> <td>2</td> <td>true</td> <td>1.0</td> </tr> <tr> <td>3</td> <td>Cypher</td> <td>4</td> <td>2</td> <td>4</td> <td>false</td> <td>4.0</td> </tr> <tr> <td>2</td> <td>Brimstone</td> <td>2</td> <td>1</td> <td>2</td> <td>false</td> <td>4.0</td> </tr> <tr> <td>1</td> <td>Brimstone</td> <td>1</td> <td>1</td> <td>1</td> <td>true</td> <td>2.0</td> </tr> </tbody> </table>	Game #	Agent	Kill	Death	Assist	Win	KDA	4	Omen	2	4	2	true	1.0	3	Cypher	4	2	4	false	4.0	2	Brimstone	2	1	2	false	4.0	1	Brimstone	1	1	1	true	2.0
Game #	Agent	Kill	Death	Assist	Win	KDA																														
4	Omen	2	4	2	true	1.0																														
3	Cypher	4	2	4	false	4.0																														
2	Brimstone	2	1	2	false	4.0																														
1	Brimstone	1	1	1	true	2.0																														
<p>The users will be able to see their graph of performance.</p> <p>Met</p>																																				
<p>The users will be able to summarize stats such as their kill death ratio, win rate etc.</p> <p>Met</p>	<div style="background-color: #f0f0f0; padding: 10px;"> <p>Total Kill: 9 Total Win: 2</p> <p>Total Death: 8 Total Game: 4</p> <p>Total Assist: 9 Win Rate: 0.5</p> <p>KDA: 2.25</p> </div>																																			
<p>The users will be able to choose stats according to the specific agent.</p> <p>Met</p>																																				
<p>The graph and stats summary that is displayed corresponds to the specific agent the user selected.</p> <p>Met</p>	<div style="display: flex; align-items: flex-start;"> <div style="flex: 1;">  </div> <div style="flex: 1; padding-left: 10px;"> <p>Total Kill: 3 Total Win: 1</p> <p>Total Death: 2 Total Game: 2</p> <p>Total Assist: 3 Win Rate: 0.5</p> <p>KDA: 3.0</p> <p>Character: Brimstone</p> <p style="text-align: right;"><input type="button" value="Refresh"/></p> <p style="text-align: right;"><input type="button" value="Remove"/></p> </div> </div> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <thead> <tr> <th>Game #</th> <th>Agent</th> <th>Kill</th> <th>Death</th> <th>Assist</th> <th>Win</th> <th>KDA</th> </tr> </thead> <tbody> <tr> <td>2</td> <td>Brimstone</td> <td>2</td> <td>1</td> <td>2</td> <td>false</td> <td>4.0</td> </tr> <tr> <td>1</td> <td>Brimstone</td> <td>1</td> <td>1</td> <td>1</td> <td>true</td> <td>2.0</td> </tr> </tbody> </table>	Game #	Agent	Kill	Death	Assist	Win	KDA	2	Brimstone	2	1	2	false	4.0	1	Brimstone	1	1	1	true	2.0														
Game #	Agent	Kill	Death	Assist	Win	KDA																														
2	Brimstone	2	1	2	false	4.0																														
1	Brimstone	1	1	1	true	2.0																														

The user will be able to delete/remove a match from match history.

Met

Before Deleting

Game #	Agent	Kill	Death	Assist	Win	KDA
4	Omen	2	4	2	true	1.0
3	Cypher	4	2	4	false	4.0
2	Brimstone	2	1	2	false	4.0
1	Brimstone	1	1	1	true	2.0

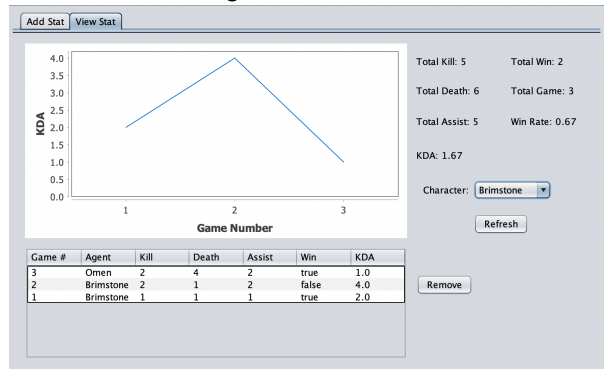
After Deleting

Game #	Agent	Kill	Death	Assist	Win	KDA
3	Omen	2	4	2	true	1.0
2	Brimstone	2	1	2	false	4.0
1	Brimstone	1	1	1	true	2.0

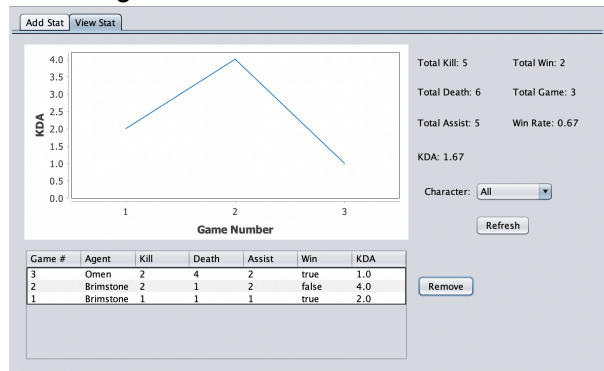
The user will be able to refresh the stat page in order to see new data

Met

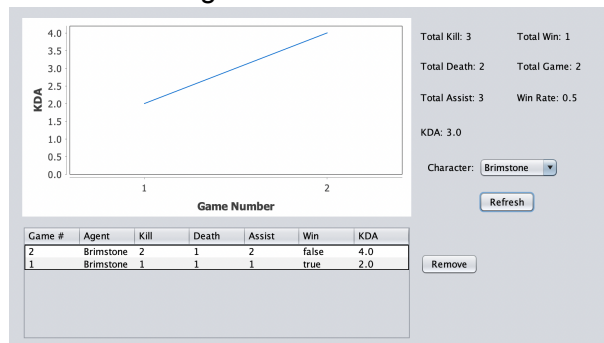
Before Refreshing



Chose Agent as Brimstone



After Refreshing



The user will be able to store data in MySql

MySql Table

Met	pkill	death	assist	win	agent	id
	▶ 1	1	1	1	Brimstone	1
	2	1	2	0	Brimstone	2
	4	2	4	0	Cypher	4
	2	4	2	1	Omen	5
	NULL	NULL	NULL	NULL	NULL	NULL

Recommendation For Future Development

KDA Calculation: At the moment, if the user inputted death as 0, it will crash the program since the KDA is calculated by kill plus assist divided by death.¹ The computer will not be able to complete this mathematical expression and crash. It can be solved by checking if the death is zero and dividing by one instead.

Match History Sorting: The current program can only sort by the specific agent². And add on to this is that the user can select by the most KDA to least, or most kill to least etc. This can be quite some work because first the program needs to retrieve the data and then sorts it.

Game Mode: Give the user the ability to choose what game mode that game is played on and display them separately.³ This will have to change the way match history and the graph retrieve their data since at the moment it only considers the agent. However, this would be very similar to how selecting the specific agent works.

Word Counts: 183 (Does not include success criteria which is copied from criterion A)

¹ Client, interview by author, April 26, 2022. Transcript of Interview #2, client answer #3.

² Client, interview by author, April 26, 2022. Transcript of Interview #2, client answer #5.

³ Client, interview by author, April 26, 2022. Transcript of Interview #2, client answer #6.