

## CRITERION D - EVALUATING THE SOLUTION

### Task 1 - Critically evaluate the success of the solution against the design specification

	Design specification	Met/Not met and how do you know?	Reason not met
Pictures	I have only used one picture which was the ear because the eye wasn't required. I also didn't have a quiz because it was too much of coding.	Not met, because I have stated that I would use two for my program but I used one only. I used only 2 backgrounds as I was not doing the eye.	It was not met because the eye wasn't included in the game.
Sprites used	I have used all my sprites, the pointer, the professor that I wanted to use, the buttons for level one but I didn't use the buttons for the quiz because the coding was hard.	I have met this because I have used most of my sprites and left the quiz button out. But overall I have used all necessary sprites that were needed in the game.	
Music	When I was planning I planned on no music because that may distract the user that is using my program.	Met, Because I was not planning on using music and in my final product I haven't used music at the background. (As this would distract the user/Student).	

Speech	During my planning I have planned and decided on the professor giving the instructions and the speeches as well as the pointer. Each time the student would drag the pointer to a certain part of the ear , the pointer will be saying the part that it is on.	Met, I have met this because I have made that professor Speak each time the pointer touches a certain amount of part, it says what the part of the ear it is on.	
Action taking place	In my program I wanted the pointer to move anywhere that the mouse of the student would move.	I have met this because I made the pointer move any where that I like and it works.	

### **Task 1.1 Peer evaluation**

Ask one student to do a peer evaluation of your work. For higher marks you could have a few more people evaluate your animation and then summarize the findings.

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	Design specification	Met/Not met and how do you know?	Reason not met
Pictures	You have only used 1 picture which was the ear, while in the design brief you mentioned using both the ear and the eye.	Met	Because you have only used one of the required images, and levels.

Sprites used	You have used all the required sprites along with extra sprites which goes above and beyond what was required.	Met	
Music	You have used no music, which was what you have mentioned in your design specification, this means you have successfully completed this task.	Met	You have completed the music required for the game and successfully, this allows you to have completed music.
Speech	You have successfully met your speech requirements and have gone above and beyond what was necessary.	Met	
Action taking place	You have successfully met the goals you have described in the design brief in not only creating your game but exceeding expectations and improving your game.	Met	You have met expectations.

**Task 2 - Explain how the product you have created could be improved**

Identify strengths, weaknesses and possible improvements of your animation.

Strengths	Weaknesses	Improvements
My final product was good and I have aimed all of my goals that I set, because I have wanted students to learn in a more exiting and fun way instead of working and reading of those big boring text books. So I have completed my goal and made it more fun and easy way for students to learn about biology. My product was highlighting some of the aspects that I wanted in my product.	In anything that you find, there will be a certain type of weakness in it whether it is very bad or not that bad. In my product I only made level 1, which was poor and not to a high standard. I at least needed a Quiz or another level to make my game more better and useful. I didn't use difficult coding that I should be able to do, but I used everything we had did in class instead of finding more new things.	My product definitely has some areas for work and improvements. One of the improvements is to ask some friends, internet or teacher for help when you have difficult coding to make. The second one is that I have to add more features and more activities like another level or a Quiz at the end for some fun and to see how much a student has learned from the information that was provided.

### **Task 3 - Explain the impact of the solution on the client/target audience**

The following questions may help students to explain the impact of the solution of the client or target audience.

#### 1. To what extent have you been able to solve client's or target audience's problem?

I have and solved the problem that I wanted to solve at the beginning and for the client/target audience. I made a new and creative way to help the client and avoid boring times. I have helped the client/target audience a lot by sowing and creating a program that would help them and everyone else with Biology.

#### 2. How does this solution improve the client's situation?

This solution improves the clients situation by helping the client/target audience discover a new and innovative way to learn biology and not only having fun but also learning and extending the clients/ target audience knowledge and understanding. The product was successful it solved all the problems and helped my client/target audience.

#### 3. To what extent has the design brief been followed when creating your animation?

When creating my product I was following my design brief smoothly and with no errors and changes then when I started level 2, I straight away had problems and I was lost. There was too much to do and it was so much of difficult coding that had to be done. I tried making level 2 but it didn't go as planned so as the quiz. The quiz also was a fail so I decided to only have level 1. So I didn't really stick to my design brief a lot.