

Criterion E - Evaluation

Recommended word count: 400 words

In Criterion A we asked “What does success look like?” and produced a list of Success Criteria.

In Criterion E we are asking “Did we achieve success?”

So a good approach to starting your Criterion E document is to remind the reader what the success criteria were and then give a comment on whether or not the success criteria were met. This can be done in a table.

Criterion ID ¹	Result	Evidence
SC1	Achieved	only users with an account can log in, tested with multiple players
SC2	Achieved	instructions displayed when button clicked
SC3	Achieved	10 random questions loaded when play button clicked
SC4	Not Achieved	the system does not recognise lowercase “a”, “b”, “c”, “d” when entered
SC5	Achieved	the score is updated and displayed when a player answers correctly
SC6	Not Achieved	the system does not recognise a run of 5 or more correct answers and the difficulty level never changes
SC7	Achieved	after 10 questions are answered, the player can quit or continue
SC8	Achieved	the questions loaded are always random
SC9	Achieved	the player’s name and score are added, but not in the correct place in the leaderboard.

You can then discuss any obvious details relating to the evaluation. **Be honest** about your evaluation. If something didn’t work as expected, or a Success Criterion was not met because it was too difficult to implement, be honest about it and discuss the reasons why. Keep your documentation **authentic**!

Future improvements should address limitations identified during evaluation. The strongest improvements are those that enhance the system's performance, scalability, usability, maintainability, security, or functionality. Simply adding more content (for example, more questions or levels) is unlikely to demonstrate significant software engineering thinking.

¹ See Criterion A section

Weak Improvement

Add more game levels.

Strong Improvement

Replace the current rule-based difficulty system with an adaptive algorithm that analyses player performance and dynamically adjusts question difficulty.