

Guessing Game Evaluation

Evaluation Of the ‘Guessing Game’

What were the objectives of the ‘Guessing Game’?

The objective of the ‘Guessing Game’ was to create a flowchart that you would enter your guess in and it would tell you if you’re answer should be higher, lower or if it’s spot on. We had to include variables, inputs and outputs.

These were the objectives/takes that the Guessing Game had to have:

- The player playing has to make a guess of a number between 1 and 100.
- The player then presses the button to submit the answer.
- The computer then tells the player if the number they entered was correct, too high or too low.
- The game carries on until the player guesses the correct number.
- When the person guesses the correct number, the game ends and the flowchart must stop.

How well does the individual student’s game meet the requirements?

I think my guessing game worked really well, as it did as I wanted it to. My game met the requirements because when I entered my guess, it told me whether my guess was too high, too low or spot on (in this case it was spot on). It functioned well and I included variables, inputs and outputs effectively. I could have made a more advanced guessing game. They all worked well together, resulting in a good guessing game.

How could the student’s flow chart be improved?

My flow chart could be improved by adding another with box saying, “I’m thinking...” or by making it count how many guesses the player had taken.

Strengths:

- My flow chart worked effectively and without fault.
- I included all the accurate processes and I included all the necessary products, e.g. inputs, outputs, variables, loops, etc.
- I could explain what I did in my flow chart to another person.

Weaknesses:

- The guessing game could’ve counted how many guesses were taken.
- It could say something additional, e.g. “Why would you think of that?” Or “I’m thinking...”

How user friendly was Coggle Clips?

I think that Coggle Clips was very user friendly because it was easy to use and when you made an error, it was very easy to rectify (e.g. the yellow triangle). Another good thing it does, is when the yellow triangle is hovered over, it tells you where you went wrong so you can correct it. It was great fun to use, especially with the dancing and making tea. The other ideas were very imaginative like the car game and I enjoy playing around on it. It was very educational, and I learnt lots of new things using it, e.g. variables, text, etc. I used

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It has the first time on the screen we started the project and it wasn't as confusing as I thought it would be. Yes, it was a bit complicated, but if you have ICT knowledge and someone to help you, then it gets easier. All the things you need are in the Crocodile Clips contents and practice menu. The computer does exactly what you want it to do and that's good as it doesn't assume. You usually learn from your mistakes when you use Crocodile Clips.

All in all, I think that Crocodile Clips is a very entertaining and useful program.

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