

Criterion D - Development

Recommended word count: 1000 words

In Criterion C we included design ideas to help a programmer create the product.

In Criterion D we need to discuss key samples of actual code which allow the product to do what it is intended to do.

This is also an opportunity to discuss how a feature of the product evolved as the project progressed. For example, if you are making a game, you can introduce your coded solution to an algorithm you designed in Criterion C. Perhaps that algorithm turned out to be inadequate for some reason, e.g. it made the game too predictable. And so you adapted the algorithm.

So, Criterion D is a great place to discuss the **evolution** of code, too, allowing you to **justify** changes you made to your original design ideas in Criterion C.

This document also asks you to comment on the effectiveness of your **testing strategy**. You will be demonstrating your product in your video by going through the testing strategy. If there are errors in your initial tests, you could screenshot them and discuss them in this document.