Technical proposal (stimulus) analysis:

Recognise, describe, explain, analyse, identify, determine.

Symbolisation: mind map

Prescribed and self-determined criteria determination

Symbolisation: tech stack

Continue analysis and symbolisation from first page

GUI with useability principles

Justify elements and features of UI based on analysis

Continue GUI with useability principles, recognising and describing GUI components

Consider showing inter-relationship between UI / UX with algorithms / coded components

Symbolise: Site map

Cipher research

Specify variables that will be required by:

* The cipher puzzles (e.g. a block encryption key)
* The game system / framework (e.g. stat tracking, user progress or identification)

For each variable:

* Specify its data type
* Specify sample values that the variable will hold
* Specify the limits or range of the values that the variable will hold

Cipher algorithms, ranging in complexity (can take an extra page for this if necessary)

Web application algorithms for managing users, statistics, etc

Remaining algorithms

Screen shots of development, annotating evaluations (i.e. testing or problems, and resulting refinements if possible)

Code paste and annotate page 1.

* Avoid pasting any code you did not write. Borrowed code can be referenced in your reference list.
* Include both Python and Jinja2 code, and modularise your programming components (e.g. into application path routes for Python, or sections of content rendering for Jinja2).
* Annotate refinements made throughout: “evaluation of **impacts**, user experience (client-side) and coded components (server-side) and the digital solution against essential prescribed and self-determined criteria”

Code paste and annotate page 2 (if needed)

Code paste and annotate page 3 (if needed)

Code paste and annotate page 4 (if needed)

Code paste and annotate page 5 (if needed)

Code paste and annotate page 6 (if needed)

Any remaining code truncate at bottom of this page and refer to video

Remaining pages, address ISMG criteria: “*Evaluation of solution against prescribed and self-determined crtieria, making refinements and recommendations justified by data.*” To do this:

* Recollect using screen shots or explanations of development issues and resolutions as data for justification of refinements (past tense).
* Conduct quantitive (e.g. systems criteria – speed, viewport responsiveness, browser compatibility) and anecdotal (e.g. end user feedback) testing as data for justification of recommendations (future directions).
* Match refinements and recommendations (justified by data) wherever possible against prescribed and self-determined criteria. Not all refinements or recommendations will (or should) address specific criteria.

Continue with ISMG criteria: “Evaluation of solution against prescribed and self-determined crtieria, making refinements and recommendations justified by data.”

Finish with proper academic referencing standards. You must have at least 1 reference.