

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2013

## Assignment 1017 Feedback

Abdulrahman M. Alzaid

*AbdulZaid*

*3a* — Your work shows a decent initial degree of understanding for how user interfaces are constructed. You have a nice variety of elements, and have mocked up some assorted interactions/use cases to them. However, some design decisions are questionable. For example, why the `select` element at the bottom? You could just add a `Select` button to each “character card.” Regarding that card, isn’t the “Character” label somewhat excessive? It’s pretty clear you have one character per box. There are some other notes in the inline feedback, so do make sure that you take a look. Overall, the user interface is functional, but it is missing that refinement or shine which enamors its users. (|)

*3c* — Your MVC separation is fairly clean. You have one hiccup in the *index.html* file, but it is relatively minor and easily fixed. For the rest, you do a pretty good job of adding your own custom CSS to your code base in the *col.css* file. Just don’t include those `style` tags inside anymore. (+)

*4a* — Your character list and associated dialogs form a good start, and I particularly like your choice to use standalone “character cards” rather than a table or list. As layouts, the assorted modals appear useful but have flaws here and there that become apparent with actual use (text field for Male/Female? Plain input text for values that should be numeric). Further, you are missing the online help—the popovers count for very little because they actually say very little. The help section or page was explicitly requested by the assignment. You have instructions here and there, and you might argue that the interface is simple enough that it doesn’t need help, but that would be beside the point because the assignment *instructed* you to supply a help section. Functionally, the determination of the player ID to delete is quite broken, but actually not too hard to fix. There are a few other issues—check the inline feedback for those. (/)

*4b* — Separation of concerns is decent here, except for the way you organize the JavaScript code. I think you are not fully understanding what `$(function () { })` is for, and this leads to suboptimally organized JavaScript. Let’s talk about that sometime. Otherwise, things look good. (|)

*4c* — Your code starts out OK in terms of look and style, but boy does it deteriorate further down. Plus, you have tabs mixed into your code; stick to all spaces. (/)

*4d* — For the user interface elements and layout, you appear to have done a decent job of making use of the resources and documentation that were available to you. I think you could have gone a little farther, but pushing to this point remains an achievement. (+)

*4e* — You committed your work with good frequency and generally informative messages (except for those last two “Final edit” ones). Keep it up! (+)

*4f* — Submitted to GitHub on time; *my.cs.lmu.edu* site also live at time of grading. (+)

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**Updated feedback based on commits up to 12/12/2013; only re-reviewed outcomes are included:**

*3a* — You directly addressed the note about “Select,” but not the redundant “Character” label up top. In the end, “functional but unrefined” still applies—your Edit/Delete/Select buttons have an odd layout; your create modal does not clear prior values; your edit modal does not pre-populate its character values; etc. (|)

*4a* — User interface elements are more appropriate to their underlying model types and a help page is at least present. The “send email” instruction for help is a cop-out though, and in your create modal, the help button inappropriately goes to a new page, wiping out the operation in progress! The aforementioned player ID bug remains unfixed. The outcome is better, but not all-the-way better. (|)

*4b* — Your JavaScript remains inappropriately located outside of a `$(function () { })` block. Because this remains unaddressed, no change in proficiency can be justified. (|)

*4c* — You’ve consistently adopted spaces, and that’s a great first step, but your indentation scheme is still way off—unnecessarily deep indents, missed indents when nesting into a new level, delimiters (i.e., `( )`, `{ }`, `[ ]`) with mismatched indentation...these issues all still remain, and still detract from readability. I didn’t even bother marking things up inline because I think I pointed out a bunch of things before already. (/)