

Week 10, Practical 2

Marking notes for the Time Keeper application

Requirement	Met?	Notes
At least 3 HTML pages	Yes	
HTML is valid (W3C)	Mostly	2/3 pages are valid. One page has two issues.
HTML is used	Yes	
CSS is used	No	No custom CSS. Bootstrap only – limits the technical implementation mark to a <i>maximum of 2:2</i>
If a web API is used, is it open?	N/A	
If a web API is used, is placeholder data provided?	N/A	
If a library is used, is it on the permitted list?	Yes	Bootstrap, Font Awesome, and d3
Is the library used via <script> element and are required files included in the submission, if applicable	Yes	
localStorage is used	Yes	
Do all HTML pages pass the Chrome Lighthouse audit? The most important accessibility requirements are image alt attributes and colours.	Yes	All pages scored 100%

Notes on each criteria (not to be confused with feedback for the student)

<p>Experience Design (30%)</p> <p>How successful the web application is at providing an engaging user experience, taking into account the quality of the interaction design, visual design, layout and aesthetic, information architecture design, and usability of the application.</p>	<ul style="list-style-type: none"> - First time use: guides the user through each step but track page doesn't give any clues if no goals have been set - Information Architecture – structure is appropriate for the app, background and headings are used to group information and controls. - Some of the headings / page titles are not super clear and don't quite match page content in places. For example, the summary of progress is shown on the Home page, not the track page, and individual events are on the Settings page. "Goal" / "activity" used interchangeably. - Some aspects of goal setting are unclear e.g. what is the time frame of a target – per day? Per week?
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	<ul style="list-style-type: none"> - Inconsistency – different units used for tracking on different pages. On the settings page, adding a goal asks for hours and minutes. When tracking and in the event listing in settings, time is displayed in hours, minutes, and seconds. On the home page, data is presented as % of goal and minutes. - Bug (tracking) – when end activity is pressed, the counter keeps going. It does appear to record the event in storage. - Bug (tracking) – changing the page while tracking kills the timer. - Potential usability issue – if the user closes the app while tracking an event, the event is not saved and the user is not informed that this is the case. This seems related to the bug above. - Potential usability issue – easy to miss that you can set a username - Aesthetic is consistent but boring (only Bootstrap styles are used) - D3 pie chart is not readable when only one activity is tracked (black text on black background). - Form inputs – some validation when adding a goal but also managed to break the input (minutes empty = null). - Goals can be edited and deleted, which is good - Returning user (who has tracked events) – messaging adapts depending on tracked events. Only showing today and yesterday has limited usefulness - Richness – The user experience is complete but simplistic from the user's point of view (doesn't do a lot). The implementation behind the scenes is more complex than the UI suggests. The ability to edit / delete goals adds to the richness.
<p>Technical Implementation (40%)</p> <p>How well the technical implementation is realised, taking into account the appropriateness and quality of the use of different web development languages, libraries (if used), the robustness of the web application, the suitability of the approach used to</p>	<ul style="list-style-type: none"> - Libraries – effective use of Bootstrap, Font Awesome and d3, although the pie chart could be improved - Complexity – substantial use of JS that goes further into the docs than covered in lecture. - Object oriented JS is used effectively and there is little repeated code. - JS is mostly clearly documented - Variable names and function names are meaningful

store and display data, and the clarity and readability of the code.	<ul style="list-style-type: none">- Semantic HTML is used where appropriate- See table above for technical requirements checklist
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