

CMSI 370-01

INTERACTION DESIGN

Fall 2014

Assignment I204b Feedback

This feedback is effectively a code review; to keep it concise, notes are provided as a numbered list. Inline comments in your code illustrate an example of the numbered item (there may be more). Asterisks (*) denote high-priority issues. If any code review item is unclear or if the resulting proficiencies are not self-explanatory, please ask me.

J. B. Morris

jb0001994 / jb0001994@aol.com

1. No published version (*4a*)
2. Those filenames provide no notion at all of what your widget does! (*4c*)
3. Brush up on your HTML ID/class naming conventions (*4c*)
4. ...uhhhh, add jQuery plugin naming conventions to that list too (*4c*)
5. I know it's just a demo, but come on, that element is *not* a drawing area anymore! (*4c*)
6. Same with the old boxes code—those aren't relevant here anymore (or at least they shouldn't be, or at the very very least they should have names that match the plugin's functionality) (*4c*)
7. Your “droppability” logic is completely hardcoded—this limits you from all kinds of things. There is clearly the concept of a destination for your plugin (a “bag” in your demo)—so you should base your drop logic on the location and size of that destination, not a bunch of hardcoded numbers. (*2b, 3a, 3b, 4a, 4b, 4c*)
8. Your repurposing of the boxes code is fairly clever; just make sure that when you repurpose, you repurpose *completely*: names, elements, logic, etc. (*4c*)
9. Ditch the unnecessary comment blocks please (mostly obsolete code) (*4c, 4e*)
10. Your supposed RPG “integration” betrays the limitations of your plugin: it is identical to the demo! The whole point of requesting both a distinct demo page and an integrated version in RPG is to show the reusability of your plugin. It isn't very reusable if its application is identical in all situations. (*2b, 3a, 4a, 4b*) (just a little more code would have let you do things like: pick very different elements as the item source vs. the item destination; allow the elements to have different sizes; change the trigger for spawning an item so it can be different controls; avoid hardcoding the counter element for the number of drops [that's an issue in its own right: *4b*])

2b — /

3a — |

3b — |

4a — /

4b — /

4c — /

4d — |

4e — / ...Despite repurposing of the boxes code, I think there was still enough work done to motivate more than three commits.

4f — / ...Nothing as of the due date, everything done 2 days later.