CMSI 370-01
INTERACTION DESIGN
Fall 2014

Assignment 1030 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.

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1. No published version (*4a*)
2. When editing a character, placeholder is used instead of actual value (*3a*, *4a*)
3. Editing character can't actually save (*3b*, *4a*)
4. Creating or deleting character doesn't update the web page (*3a*, *4a*)
5. In character dialog, character level and money don't follow the same layout as character name and class (*3a*)
6. Character creation does not include money (*3a*, *4a*)
7. Help is isolated to a standalone page (*3a*, *4a*)
8. Technically, incorrect indentation but understandable of limited to just this top level (*4c*)
9. Incorrect indentation, unequivocally (*4c*)
10. Non-descriptive identifier (*4c*)
11. Naming convention note: web identifiers don't typically begin with a capital letter; frequently they are also not camel-cased (see: Bootstrap's class names) (*4c*)
12. Duplicate HTML element ID (*4a*, *4c*)
13. Unclosed HTML element (*4a*)
14. Repeated markup that might be worth consolidating—create-vs.-edit views are virtually the same except that one creates something new while the other creates something pre-existing…might be better to use the same markup and have JavaScript set create-vs.-edit behavior (*3a*, *4b*)
15. Use blank lines to section off distinct blocks of code (*4c*)
16. Possible CSS duplication—consolidate under one block if a style assignment is meant to be the same for all selected elements (*3a*, *4b*)
17. Use `===` for equality, `!==` for inequality (*4a*)
18. Use conditional expressions for `if` statements whose branches differ only by value; if conditions are solely based on equality of the same expression, consider using a map (*4b*, *4c*)
19. Consider using `data` rather than `attr` for application-specific values (*3a*, *4a*)
20. Unnecessary comment blocks (*4c*, *4e*)
21. Excessive blank space (*4c*)
22. Potential consolidation into a list + iterator function (*4b*)
23. Use an `a || b` expression for conditionally choosing based on falsiness of `a` (*4a*, *4c*)
24. Item spawning is not implemented (*3a*, *4a*)

3a — |
3b — +
4a — /

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4b — |
4c — |
4d — +
4e — | …All in a single day???
4f — +