

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment 1211 Feedback—Direct Manipulation Widget

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Notes while running (asterisks indicate major observations):

- Whoa that's an eggplant! Basic resize looks good, but needs better feedback. (2b)
- Glitch when mouse leaves element before resize concludes. The code should probably treat this in the same way as a mouse up. (3b, 4a)
- In your front end, I see the resize but there seem to be issues with coordinating mouse button activity—i.e., resize is sometimes “sticky” (may be the same glitch as above), plus sometimes the resize jumps around. (3b, 4a)

Code review (asterisks indicate major observations):

1. Yay, no tabs :) (+4c)
2. OK, I understand why you had to copy the plugin code. Twitch URI and all that.
3. Oops: `element.height` is not a function—and the same would have happened on the next line too, if the browser got there. (4a)
4. Yeah you'll want to support `mouseleave`. This would also be `endDrag`, more or less. (3b, 4a)
5. Yep, this is how it's done. (+4b)

2b — / ...Rudimentarily functional, now needs some actual interaction *design*.

3a — + ...No issues with element manipulation.

3b — | ...Event handling needs refinement, particularly when the mouse leaves the element.

4a — | ...Unfortunately, said refinement can get somewhat disorienting, and is functionally a spoiler.

4b — +

4c — + ...There *are* spacing issues, but that's fine, they're relatively minor here.

4d — + ...Overall good job converting the sample code over to this.

4e — | ...I don't have to say it, right? :)

4f — +