

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment 1211 Feedback—Direct Manipulation Application

Ed Seim

SirSeim / sirseim@gmail.com

Notes while running (asterisks indicate major observations):

- No obvious issues when running—flicking, bouncing, and device motion all work. I wonder how that code looks like then... *+(3a, 3b, 4a)*

Code review (asterisks indicate major observations):

1. Yay, no tabs :) *(+4c)*
2. *** Magic numbers: these values have a meaning. Express that meaning in the code. *(4b, 4c)*
3. Commented-out code: if you don't need it, chuck it. *(4c)*
4. There is a subtle issue here in that you are updating the state of the application only when device motion is detected. Theoretically, that means when the device becomes completely still, the scene will stop updating. I know, in practice that will not really happen, but just pointing it out...

2b — +

3a — +

3b — +

4a — +

4b — | ...Do I get you just for those magic numbers? Yeah.

4c — | ...Also, there are enough green blocks on my screen that this got disruptive.

4d — +

4e — | ...Nice descriptive messages, but want. Moar. Commits.

4f — +