

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2015

## Assignment 1211 Feedback—Direct Manipulation Application

Nicholas Soffa

*SoffaKing88 / zaramath88@gmail.com*

*Notes while running (asterisks indicate major observations):*

- There were two HTML files in your directory—I chose to run the newer one, *boxes-touch-demo.html*. Next time, if you don't want me to guess, leave just one file or provide a clear README. (4e)
- \*\*\* Occasional “jumping” noticed when first touching down on a box—probably a brief misplaced offset call, followed by the right one. We'll see what's in the code. (3b, 4a)
- Gravity direction appears to be reversed. (3b, 4a)
- Other function points appear to work: flicking, bouncing, device motion. +(3a, 3b, 4a)

*Code review (asterisks indicate major observations):*

1. Yay, no tabs :) (+4c)
2. Commented-out code: if you don't need it, toss it. It's saved in version control anyway. (4c, 4e)
3. Space after if (and most other reserved words) please. (4c)
4. Unless adjacent to same-sided parentheses, have a space before and after braces. (4c)
5. \*\*\* The “one-frame jumping” behavior noted while running traces its way here. You do have the touching property to indicate when the finger is down, *but you only let it affect velocity updates*. The code does not prevent updates to the *position*, and that is what makes the box “jump” temporarily because the animation code gets to move it for one more frame before the finger takes control. In reality, once a finger is on a box, *all* physics must be disabled for that duration. (3b, 4a)
6. \*\*\* Magic numbers: these numbers have meaning. Name them accordingly. (4b, 4c)
7. \*\*\* Unused variables—the code never uses these. Make sure to clean things up proactively. (4b)
8. \*\*\* Suboptimal condition: you have two consecutive conditions testing for the opposite boolean! That isn't two if statements; that's an if-else! (4b)
9. \*\*\* Unnecessarily repetitive code: you've got for blocks that essentially do the same thing except for the variable to which the new coordinate is assigned. High time for a function. (4b)
10. \*\*\* *Always always always* wrap a one-line block between braces, and indent! (4b, 4c)

2b — + ...No regressions, which for this assignment is all we ask.

3a — +

3b — / ...The one-frame jump bug may not have been fatal, but it is very visible and disrupts the sense of direct manipulation. Plus, the uncovered logic shows a gap in understanding of how everything updates.

4a — | ...True though that the bug is not fatal, so its impact is smaller at the level of pure functionality.

4b — / ...Quite a few missed good habits here. More attention to detail needed.

4c — | ...Code is generally cleanly-presented, but enough glitches (esp. comments) for a small ding.

4d — +

4e — | ...Commit activity is OK, but the extraneous HTML file and commented-out code are areas of improvement. Be conscious of what an outsider will see when they pull your code.

4f — | ...Work completed within one day after due date.