CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1126 Feedback

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2b — There is not much working code here to get a full picture of your intended design for your version of the swivel control, but I can see some hints and will go from there. Snapping behavior seems to be intended and that is certainly a good thing; however, beyond that, there is not much else seen outside of what the sample code already provides. This needs to be more fully formed before the proficiency can increase. (**/**)

3a — The barely-working code shows very little evidence that you understand how user interfaces are constructed. The work appears to largely try to copy what was done in class. More distinct work from you needs to appear before this can get more credit. (**–**)

3b — The event-handling in your code is still largely based on what was in the sample, and what changes you did try to introduce are fraught with bugs and errors. (**–**)

3c — Your code shows good MVC separation, but then again that is largely due to the original structure of the sample code and not any direct demonstration of your work. What work you have done at least has not broken MVC; on the other hand, there is not a lot there to also show that you would do it right if you started from scratch. (**|**)

3d — The extreme bugginess of the code shows that you have significant trouble with handling events at a low, detail-oriented level. (**–**)

4a — Your code has both syntax (or mostly syntax) errors (`b`, `newCss;`, `newAngle;`), and the functionality you have added is barely correct and would still barely go beyond what was done in class even if it were working. That, plus there is no integration yet with your role-playing game prototype. (**–**)

4b — Even with the little code that is there, separation of concerns issues are already lurking. The code (even if accidentally) ends up declaring some global variables; the tweaks to the `mouseup` event handler are clearly still copied from `mousemove` and will need significant consolidation. (**/**)

4c — There is a noticeable downgrade here from the formatting of the original code. Just look at how GitHub presents your file and you'll see how off it is. Tabs are a big cause, so you want to replace those with spaces. (**/**)

4d — It's good that you at least started with the sample code, but your resource use goes downhill from there. You weren't able to transfer the in-class demonstration of this functionality into your own code, and there isn't enough code beyond what has been already given to show that you can consult other sources like JavaScript or jQuery documentation to get stuff done. (**/**)

4e — One commit, but at least your message accurately describes the state of the work. (**/**)

4f — Not submitted on time. (**–**)