

# CMSI 370-01

## INTERACTION DESIGN

Fall 2014

### Assignment I204b 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. Solid keyboard action, but absence of mouse handling detracts from the “direct manipulation” style somewhat (*2b, 3b, 4a*)
2. Still some leftover view spillage in model: `align="center"` (*3a, 4b*)
3. Attempt at customizable *active* class is noted, but around line 222 'active' still appears as a hardcoded literal (*4b*)
4. Occasional spacing glitches (rare though) (*4c*) I'll give up on that whole space-after-function-token deal :-P
5. Integration with RPG is nice and straightforward, though just as proof of concept you could have changed up the button selectors just to show their flexibility (*3a, 4a, 4b*)

*2b* — |

*3a* — +

*3b* — |

*4a* — +

*4b* — |

*4c* — +

*4d* — +

*4e* — +

*4f* — +