

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment I 126 Feedback

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2b — The truth is that I made most of the design decisions for you (beyond your original idea) in this plugin, but that would have been fine had you been able to finish off the widget's loose ends after I was done with it. At the very least, you could have added some custom CSS to at least visually put your stamp on it. I'm OK with giving you credit for this work despite that, but that also means the unfinished business weighs on the proficiencies too. (|)

3a — You gained a little bit of direct additional user interface construction knowledge by integrating the plugin into your RPG app, but more of it was indirect, as you watched me do the implementation in class. In the end, you had an opportunity to take my plugin work even further, but the opportunity remains untaken by you. (|)

3b — Your/my work shows a good degree of event-handling knowledge, but missed some deeper integration with the RPG app. Despite the lack of a getter/setter, you still could have used the right callback function to make this swivel affect the character being created. (|)

3c — Your code adheres to the MVC paradigm. (+)

3d — Your plugin successfully breaks down a high-level user action into the appropriate lower-level event handlers. It's true that this aspect was left pretty complete by me; hope you were able to gain some understanding from watching me code it up live. (+)

4a — The functionality of the widget is as I left it after class, meaning that, while the basics are there, it is still missing some finer points, already mentioned a few times both here and in the inline comments. It's too bad you weren't able to build further on the widget, considering you had a bit of a leg up over the rest of the class. (/)

4b — I did notice that you tried to tweak the rotation code, but only after you integrated the plugin into your RPG app. Still, that tweak was a single line, and a slightly odd one too, because you perform a 360-degree rotation, which...has the same affect as if the rotation didn't happen! Further, after tweaking, any changes should be transferred in the master copy—this was never done. I know that the copying probably couldn't be helped, but you could have at least kept the two copies in sync as you tried to fix the upside-down/rightside-up issues. (/)

4c — The code is definitely readable to me, because I wrote a lot of it :) However, your integration code was indeed your own and that was fine also. (+)

4d — You certainly used the "instructor resource" very well! There is less evidence for other resources though, such as the web or textbooks; the web in particular might have helped you to fully take control of or even fix the CSS *transform* property that delivers the 3D effect. (|)

4e — Wow, I know we did a lot of your widget in class, but I didn't think you'd leave it *totally* untouched! Still, you did do the integration into your RPG app (although you did violate separation of concerns a bit, as mentioned in 4b) and version control use on that end was fine. (+)

4f — Submitted to version control on time, but not uploaded to *my.cs.lmu.edu*. (/)