CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1114 Feedback

Andrew T. Sullivan *atsullivan*

3a — Your code shows a degree of additional knowledge on how user interfaces are constructed, missing out a bit on some straightforward CSS transitions when creating a new box and a relatively sophisticated detail for managing multiple touches. (**|**)

3b — Your touch event handling works for box deletion, and nearly works for box creation except for robust support for multiple concurrent touches. Some hints are included, plus this was also discussed in class. Until that support is cleaned up, the "sudden box creation stoppage" issue will linger. (**|**)

3c — Your code demonstrates good adherence to MVC. (**+**)

3d — You have successfully broken down one of the assigned high-level actions, box deletion, into appropriate lower-level touch events. Box creation has the right overall structure, and would actually work if the touch object life cycle were slightly different, so that bug does not hurt this outcome. (**+**)

4a — Your code is functional for box deletion, but as mentioned needs some work for box creation. It isn't a whole lot of work, and it pertains specifically to the robust handling of multiple touches, so it isn't a huge hole but it's also true that box creation won't feel completely right until this is fixed. (**|**)

4b — Your code is mostly separated well, including MVC. You were successful at implementing non-hard-coded bounds/deletion checking, which is great to see. On the other hand, there is some degree of repetition in your created-box sizing logic and an apparent copy-paste artifact in the `unhighlight` function. I know we wrote much of what is there in class, but I do remember mentioning that some consolidation would still be called for.

A major hiccup in proper separation is the hardcoding of `#drawing-area` as the selector for the drawing area in `startCreate`. Note that this is not how we determine the incoming `jQueryElements` in `setDrawingArea`. What if the developer wants more than one "drawing area" on his or her page? (**/**)

4c — Your code is largely readable with mostly descriptive names. Comments are minimal but generally not needed; a knowledgeable reader would be able to get around OK. There are minor glitches in indentation and spacing; see the inline comments. (**+**)

4d — Your work shows decent use of available resources, both in class and outside, tripping up only on the full life cycle of touch objects and how to manage information that is associated with them. (**+**)

4e — Your commit frequency and time spread for the commits (nearly just one day!) are a little on the short side for an assignment of this scale, though not horrible either. Your commit messages are pretty descriptive though. (**|**)

4f — Submitted on time. (**+**)