

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2013

## Assignment 1017 Feedback

Andrew T. Sullivan

*atsullivan*

*3a* — Your work shows a good ability to construct user interfaces, but mostly of the static variety. You did a good job of assimilating the available functionalities in Bootstrap and adapting the samples to your own pages. You have some ways to go though with regard to implementing *your vision* of what a user interface should be—it seems like, the moment you need something that diverged too far from standard Bootstrap use, that's when things start to go south. I saw flashes of good ideas, like the character creation progress bar and the use of a carousel for a potentially engaging character class selection element, but not much was done to follow through on those ideas (e.g., advancing the progress bar as the user enters values; determining which character class is selected when it is time to create a character). It is on the strength of those ideas and the relative comprehensiveness of your user interface mockup that you get the | proficiency; otherwise it would be lower. (|)

*3c* — Understanding of MVC is hard to call here, because your work is almost all “M” (i.e., HTML with Bootstrap classes and attributes). You don't go beyond “vanilla” Bootstrap, but then again perhaps you really didn't feel that you had to. There is indeed JavaScript in your code, but it is very minimal and mostly derived from the examples shown in class. I'll go for benefit-of-the-doubt and put this at a |, but cannot go beyond this until you show more code indicating “V” (CSS) and “C” (JavaScript interaction). (|)

*4a* — As mentioned in *3a*, your work shows a lot of static functionality, but stops there. Interactivity is restricted to what is “canned” by Bootstrap or written out in class. Plus, there are some lost opportunities for a consistent interface language, such as the use of that “character class carousel” when editing the character in addition to just creating a character. Your user interface is also missing the “spawn a random item” and “help screen” functions; for the former, you seem to have started a modal for it, but never managed to hook it up to the page. Finally, there are noticeable loose ends here and there— orphaned HTML end tags (e.g., a few `</div>`s in *index.html*); the delete button sample code from class that no longer has any effect; titles to “Edit Item” or “Delete Item” when the content is for characters and not items; a dangling `for` attribute for the Gender label in the character edit modal. Overall, lots of room for improvement. (/)

*4b* — As with *3c*, separation of concerns is generally shown, but mostly because your work is predominantly in HTML, with very little CSS and JavaScript. Thus, we give this a | proficiency for the same reason that *3c* got a |. Show more in future work if you want to strengthen this. (|)

*4c* — Your code is generally readable but shows flashes of inconsistency. The most glaring offenders are indicated in the online comments. Spacing is also largely OK with occasional hiccups. Both occur often enough to be distracting. I can tell that you understand the structure of the code; you need to pay closer attention to your formatting, though, to ensure that the formatting truly reflects the structure. (/)

*4d* — You did a good job in wading through the Bootstrap documentation to demonstrate many of its features and components. It seems, though, that you spent too much time in that area, putting together pages that were not requested, to the detriment of features/functions that *were* requested. It seems like you were stuck in places, but never ask for help. You should not hesitate to do that, too. (|)

*4e* — You committed your work a little less frequently than you should have, for the amount of work that was done. Commit messages are decently descriptive though. Tighten up your commit cycles and things will work out well. (|)

*4f* — Submitted to GitHub on time, but nothing seen in *my.cs.lmu.edu* site. (/)