CMSI 370-01

INTERACTION DESIGN

Fall 2015

Assignment 1211 Feedback—Direct Manipulation Application

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Notes while running (asterisks indicate major observations):

- Accelerometer should not affect movement while a finger is on a box. (*3b*, *4a*)
- Flicking needs better calibration. (*4a*)
- Degraded bouncing is somewhat implemented, but doesn't look entirely right (otherwise, repeated bouncing would eventually make boxes stop). (*4a*)

Code review (asterisks indicate major observations):

1. Yay, no tabs **:)** (+*4c*)
2. Unless adjacent to same-sided parentheses, have a space before and after braces. (*4c*)
3. You don't really want to set the "flicking velocity" *while* dragging because then the physics engine will take it into account right away. That's why you have that "jitter" behavior. Plus, just this raw velocity will be too much at fast frame rates. (*3b*, *4a*)
4. Space after `if` (and most other reserved words) please. (*4c*)
5. This is where you should be computing the velocity after a flick. (*3b*, *4a*)
6. Your "degrade" constant should be in a variable, so that its name gives it meaning. (*4b*)

2b — **+** …No regressions in design here; bounds are respected and gravity direction is right.

3a — **+** …No issues with interface structure.

3b — **|** …Buggy flick implementation keeps this from maxing out.

4a — **|** …Flick again.

4b — **+** …Structure is generally right, no glaringly bad code.

4c — **|** …No major gaffes, though some automatable hiccups remain (one of which was pointed out in HW 1029 feedback, too).

4d — **+** …Overall decent use of course information; that flick just needed a little more elbow grease.

4e — **+**

4f — **|** …Some fixes done an hour after the due date.