Exercise: Project 1 Critique

# Overview

During class today, you will split into groups representing 4 or 5 projects. One project at a time, look carefully at each prototype and provide constructive **verbal** feedback along with suggestions for improvement. Use the following questions as a guide.

In the document below, you should carefully record the feedback you receive from others (in the first section) as well as a summary of the feedback you personally gave to each other project (in the following sections).  Drop a finished copy of this document into the dropbox by midnight tonight.

# Feedback for your prototype:

## Your Name (and your partner’s if you have one):

Dan Singer

Record the feedback you get from everyone else here:

1. **Initial UI Impressions and Impact:**
   * Is the project UI visually appealing and not at all derivative of homework assignments?

Yes

* + Does the animation change correspond with the sound change (beat/frequency)?

Yes

* + Are the visual and audio effects meaningful and aesthetically pleasing, or do they seem to be there merely to “meet requirements”?

Needs more shapes and colors

1. **Controls:**
   * Do the controls produce meaningful changes and are they easy to use?

Needs more controls

* + Is the starting configuration of visual and sound effects sufficiently engaging?

“Click to play” – center / put in dat gui itself

1. **Responsive Design:**
   * Drag the size of the window around a bit, making it as narrow as a tablet - how does the site respond to all the different sizes?

Needs to be responsive

* + Do the controls remain on the screen, and are they usable at different screen sizes?

Yes

1. **Code:**
   * Does the JS meet the requirements listed in the Project 1 rubric (in section F. Code…. That includes external JS, let and const, D.R.Y., well-commented, etc)?

Yes

* + Is the code separated into ES5 modules?

Yes

* + If you were asked to work on modifying the application, is it documented well enough for you to do so?

Needs more documentation

1. **Other Comments:** 
   * Give feedback to help the application achieve the goal of being “Portfolio Ready”
     + Would be cool if you can change background color and lines
     + A bit bare
     + Needs more shapes

# Feedback given to others:

Summarize the feedback that you offered to your classmates about their projects below:

# Project Author(s): Nick Marano, Kat Hanlon

1. **Initial UI Impressions and Impact:** (Visual appeal. Not derivative of homework. Animation changes with sound. Meaningful and aesthetically pleasing?)

Looks great – just make the play button easier to see

1. **Controls:** (Meaningful easy-to-use controls? Starting configuration engaging?)

Dat.gui is good

1. **Responsive Design:** (Responds to different sizes? Controls still usable?

Good

1. **Code:** (Meets requirements, separated into modules, well-documented?)

Needs to use revealing module pattern

1. **Other Comments:**  (advice on becoming “portfolio ready”)

Great theming

# Project Author(s): Alex, Matt

1. **Initial UI Impressions and Impact:** (Visual appeal. Not derivative of homework. Animation changes with sound. Meaningful and aesthetically pleasing?)

Make it themed

1. **Controls:** (Meaningful easy-to-use controls? Starting configuration engaging?)

Make it themed

1. **Responsive Design:** (Responds to different sizes? Controls still usable?

Make it responsive

1. **Code:** (Meets requirements, separated into modules, well-documented?)

Separate into modules

1. **Other Comments:**  (advice on becoming “portfolio ready”)

Great concept

# Project Author(s): Noah

1. **Initial UI Impressions and Impact:** (Visual appeal. Not derivative of homework. Animation changes with sound. Meaningful and aesthetically pleasing?)

A little too big

1. **Controls:** (Meaningful easy-to-use controls? Starting configuration engaging?)

Add more margin, make smaller overall

1. **Responsive Design:** (Responds to different sizes? Controls still usable?
2. **Code:** (Meets requirements, separated into modules, well-documented?)

Good

1. **Other Comments:**  (advice on becoming “portfolio ready”)\

Make the canvas larger