CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1126 Feedback

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2b — You have successfully developed a jQuery plugin from scratch—congratulations! Functionality is certainly present as intended, but I must admit to a gap in motivation behind the choice of plugin. Most of this is stated in an inline comment at the top of your plugin code, but the long and the short of it is this: something is turned into a "plugin" because it has wide reusability and general applicability. Your choice to make a "live editor," as implemented, does not appear to be much different from the in-place editor sample, aside from the accommodation of a Bootstrap modal. But, as mentioned in the inline comment, when you're in a modal, you're already generally expecting editable elements; the usefulness of something "in-place" in that context is significantly decreased. The design choice strikes me as one that lost the forest for the trees: you certainly followed instructions as given, but missed the whole point of why certain functionalities would be packaged as plugins to begin with. (|)

3a — Widget creation then installation in your prior RPG app certainly constitutes an additional incremental step in your knowledge of how user interfaces are constructed. (+)

3b — Your work shows continued growth in your knowledge of event-driven programming. Your enforcement of non-blank fields limits the applicability of your plugin though—instead of requiring this, you could have implemented this check as another callback, say `validityCheck`. Whenever the user tries to change something, you could call `validityCheck` (as passed into the plugin by the caller via `options`) and have the function return `true` if the new value is acceptable or `false` if not. Doing the check in this manner facilitates not just blank-checking but checking for other things like numbers, text in certain formats, etc. (|)

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

3d — With some help from my sample in-place-editor code, you were able to break down a high-level user action of your design into a sequence of lower-level events. Still, you did it. (+)

4a — Your code is functional overall, and generally correct. As mentioned, it is the overall purpose of the plugin (for example, it does not need to even be a *character* live editor, but it is named as such) that is somewhat questionable. On a functionality level you certainly accomplished what you set out to do, mostly. (+)

4b — Your code, in isolation, follows separation of concerns well, MVC or otherwise. For this assignment, proper encapsulation in the jQuery plugin is also examined, and in that area your code has some gaps. Design motivation notwithstanding, based on your plugin's usage in the RPG app, there's really nothing about it that forces it to be a *character* live editor. So you have a bit of naming mismatch there. Secondly, your code hardcodes the "`#edit-modal-body`" selector—this is an ID, which means *there will legally be only one* such element on the web page. This means you can't use your plugin on more than one modal on the same page. Finally, you eliminated the "CSS mimicking" code from the original plugin, thus restricting the elements that can use this plugin only to those with the same font settings as the `input` elements that you inject. This elimination may be intentional, but I really have to wonder why—you don't lose anything with it, and limit the reusability of your plugin without it. For example, what if we wanted to use an `h1` to display the player name on that modal? (/)

4c — With the exception of some questionable indentation choices (see inline comments), your JavaScript code is generally quite readable. (+)

4d — You used available resources and documentation well, particularly the integration of sample code to help make your job a little easier. (+)

4e — Your commit frequency and timing are appropriate for this scale of project…and the time of the semester **:-\** Messages are nice and descriptive too. (+)

4f — Submitted mostly on time (extension to December 2). (+)