Assignment 1126

This second of your November programming assignments seeks to "cap off" your hypothetical role-playing game user interface with some custom code.

Outcomes

This assignment will affect your proficiency measures for outcomes *2b*, *3a–3d*, and *4a–4f*.

Background Reading

Textbook reading remains centered on the direct manipulation interaction style, which would be Shneiderman/Plaisant Chapter 5. Programming resources include the web and the case studies in Chapter 9 of the JavaScript textbook.

For Submission

A User Interface Widget from Scratch

We end by going back to the basics: design and implement a reusable widget for use in web browsers in general, and for your role-playing game user interface in particular. To emphasize reusability, you will implement your widget as a *jQuery plug-in*.

The point here is to see how low-level event handling (e.g., mouse or keyboard activity) translate into higher-level ones (e.g., selection or change events). You have seen a number of these in Bootstrap—now it's your turn. If the first programming assignment involved direct manipulation "in the large," this one exercises direct manipulation "in the small." Some ideas:

• A selection knob or slider

• A rolling or scrolling item selector

• An entry field that accepts text/numbers with drag-and-drop character tiles

• A "here-to-there" drag-and-drop area

• A directional pad ("d-pad") control

You may use jQuery but Bootstrap use may be *CSS only*—no Bootstrap JavaScript components allowed, whether in code or triggered by *data* attributes. If you have a widget idea that is not in this list, check with me to see if it will work.

How to Turn it In

Commit your code in two places. Under *widget-from-scratch/*, provide these two distinct pieces:

1. The reusable code for the widget itself (typically CSS and JavaScript)

2. A "demonstration page" that shows a stand-alone instance of your widget in action

"Eat your own dog food:" Under *rpg/*, integrate your widget into the user interface that you have already built.

Finally, as before, upload your work to *~username/ cmsi370/widget-from-scratch* and *~username/cmsi370/ rpg*, respectively, on *my.cs.lmu.edu*.