

CMSI 370-01

INTERACTION DESIGN

Fall 2014

Assignment I204b Feedback

This feedback is effectively a code review; to keep it concise, notes are provided as a numbered list. Inline comments in your code illustrate an example of the numbered item (there may be more). Asterisks (*) denote high-priority issues. If any code review item is unclear or if the resulting proficiencies are not self-explanatory, please ask me.

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1. Nicely done—this can be a real widget with some refinement (2b, 3a, 3b, 4a)
2. Must think of a good final state once button has fully confirmed, so that the user can't slide it into an error state (which is what happens now) (2b, 3a, 4a)
3. RPG integration doesn't look quite done (3a, 4a)
4. I don't see why `states` has to be explicitly keyed by number—can't that just be a simple array? (4b)
5. The usual spacing, indentation, tabs, etc. (4c)
6. Idea of a methods data structure is decent, and probably taken from base code (no offense meant)—hope you see the full scope of how it is used (4b)
7. Hardcoded threshold for state change (4b)
8. Not the best filenames (I mean, it *should* be called “multislide,” right?) (4c)
9. I spotted an ID in the plugin code—may prevent reliable multiple use (3a, 4b)
10. Spotted ++, == (4a, 4c)

2b — +

3a — |

3b — +

4a — |

4b — /

4c — / (I wonder how much of this is the fault of the original code)

4d — +

4e — +

4f — | ...Decent chunk of work done by the due date, but the real win with true low-level event handling came a week later.