Level 6 Peer Assessment Form

Web Development - Turner

Your Name: Issac Zheng

Project Designer: Steven Hsui

Project Title: Kings in the Corner

Did this project work according to the spec sheet? Yes

Were any of the enhancements included? Yes

Was there something in the code that you didn’t understand? Please elaborate.

What is jump? I see it used as a flag quite often, but I don’t understand its implication. Is it a flag for placing the card onto the grid?  
I’m not too familiar with switch/case or HTMLCollection as well.

What did you really like about the project?

The Layout of the game was clean, simple, and easy on the eyes. The game itself was easy to understand and the instructions were clear. The code is also easy to read and formatted nicely as well. I especially liked that popup for the instructions – I might learn it myself, as having a link to a different page with a specific name can be very annoying to deal with – it wouldn’t support zipped files or name changes.

What would you change about the project and/or the code?

For the text that displays events or mistakes, I’d make it so that the element in which it’s stored in takes up a permanent space on the display so that it isn’t obtrusive to the gameplay. Every time it appears, the grids are moved slightly downward, which can cause misclicks.

…Do cats normally quack?