CMSI 370-01
INTERACTION DESIGN
Fall 2014

Assignment 1204b 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.

Joaquin Loustau   *joaquinloustau / joaquinloustau@gmail.com*

Updates based on 12/17/2014 commits:

1. Both of your demos show your concept nicely, first in the abstract with *widget-demonstration.html* and then more concretely with *widget.html*. Because the latter is so clearly the way you plan to integrate this into your RPG, I am a little surprised that you didn't just do that. As it stands that aspect remains undone. (*2b, 3a, 3b, 4a*) …*heyyyyy you changed to mouse events! OK then…*

2. Meanwhile, those filenames provide no notion at all of what your widget does! (*4c*) …*OK, so the files are renamed, but…<u>why is there more than one file with a plugin</u>? That defeats the purpose of the exercise. The whole idea here is code reuse, <u>identical</u> code reuse. If you have little variants here and there, sometimes that makes things worse. Will add this as a new issue…*

3. And while we're on the subject of files, I must admit, it is very hard to glean your process based on the files. On your repository you have *widget-demonstration.html* and *widget.html*. For JavaScript there is *widget.js* and *plugin.js*. Then on *my.cs.lmu.edu* you actually have *files that are not on your repository*. There's *plugin-demonstration.js*. The containing directory is *touch-screens*—again absent from your repository. And now also *plugin-old.js*. These are all signs of a disjointed workflow that can only be counterproductive. Make sure your file structure is self-descriptive; don't work outside of version control; and ideally work on one machine, with the other one serving purely as a final publication platform (i.e., don't edit on that machine). (*4c, 4e*) …*as mentioned above, there is indeed some cleanup here, but the cleanup was not quite complete. Unfortunately you were probably doing this work under duress, and that is not recommended. (see the new issues as signs that the situation was suboptimal)*

4. Your element structure is completely hardcoded (this includes identifying elements by `id`—remember that there can only be one of those on a web page)—this limits you from all kinds of things. There is clearly the concept of a destination for your plugin (a "destination box" in your current code, albeit as an `id`) as well as a source…stick with those general ideas Your plugin manages the transport of items from one place to another; it should let the calling application determine the details. (*2b, 3a, 3b, 4a, 4b, 4c*) …*this is a little better, but still not completely right; note how you use selectors like* `$('.box')` *and* `$('.destination-box')`*—these are actually still somewhat hardcoded, because they select <u>all</u> applicable elements on the page <u>regardless of the element on which you applied the plugin</u> (i.e., when you say* `$("...").drags();` *). There are too many issues at play here to resolve; I suggest that you give yourself some practice creating dynamic web pages with various jQuery plugins (Bootstrap alone has a bunch) so you get a better idea of how they're supposed to work, and how they interact with the selection that calls them. Or maybe next semester I can talk you through more of this.*

5. Your repurposing of the boxes code is fairly clever; just make sure that when you repurpose, you repurpose *completely*: names, elements, logic, etc. (*4c*) …*well, the new code is virtually unrecognizable from the original, so I guess you sort of accomplished this* :-P

6. ~~Yikes, and how about that…*widget.js* has nothing to do with anything, it turns out. Good thing too, because that file is peppered with tabs **O_o** (*4c*)~~

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7. OK, so the action is all in *plugin.js*; in there the main issues are assorted hardcodes and some incomplete repurposing (already mentioned). In addition, you don't need BoxesTouch to be visible anymore: the plugin wrapper takes care of that now. There are some RPG-specific names/references in there too—those should stay with the RPG, somehow passing into the plugin as an option. (*4b*) …*and this, in a way, is now inapplicable too…hmmmm, this will be tricky to regrade…*

8. (**new**) URL for *question-marks.jpg* can be incorrect depending on the server (*4a*, *4b*)

9. (**new**) Each "demo" is actually using a different version of your plugin (*3a*, *4a*, *4b*, *4c*)

2b — |

3a — |

3b — |

4a — |

4b — /

4c — /

4d — |

4e — / …This is affected by the haphazard-seeming file organization and naming.

4f — / …Nothing really as of the due date, with widget work starting 6 days later.

OK, given the extreme changes that have taken place here, it is not practical to regrade this. It has to be considered a completely new program. I have already written a bunch of things above, and don't have time to say a lot (I'm already late with the registrar), so allow me to give some direct proficiencies and we'll have to talk about things another time:

2b — +

3a — |

3b — | …*3a* and *3b* are influenced by the presence of two similar-but-different plugins…it's as if you can't decide on how to structure your UI elements and to do their event handling.

4a — | …This too, admittedly.

4b — / …The near-copied files hit this one.

4c — + …Well your code looks a lot better at least. And no tabs!

4d — | …A lot of the missed points about plugins may be chalked up to lack of background on them.

4e — / …Admittedly not better despite the file renames; one clear miss is that, since you were rearranging this much anyway, you could have placed the widget files in a separate directory from the boxes files. Even more, *boxes-touch* was the wrong directory name anyway—you could have renamed it too while doing all of this rearranging.