

CMSI 370-01

INTERACTION DESIGN

Fall 2014

Assignment I030 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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(Note: I looked at rpg2.html only, assuming that this is the final version that you wanted me to see)

1. Not really related to the class but notable nonetheless—when presenting images, make sure to preserve their aspect ratios (e.g., your character-of-the-week images); I can talk to you more about this if you're curious.
2. Gender radio buttons are clickable only at the button—should include labels (recommended Bootstrap markup for radio buttons will have that capability) (3a, 4a)
3. Sledgehammer approach to updating the user interface upon character create (3b, 4a)
4. Item spawn information display is not immediately obvious (3a, 4a)
5. Triggered tooltip help is nice, although minimal (3a, 3b, 4a)
6. Tabs in the source code (although you set your editor to indent with spaces, is it possible that it did not retroactively convert pre-existing tabs to spaces too?) (4c)
7. Current practice is to put scripts at the end of the body, so as not to prevent the page from loading its static elements (4a)
8. Incorrect/inconsistent indentation (4c)
9. Obsolete event handler assignment: do this completely in JavaScript (3b, 4b)
10. Incorrect script-loading order—make sure that you load scripts in order of dependency (i.e., your code depends on Bootstrap with depends on jQuery, so you load jQuery first, then Bootstrap, then your code—doesn't always break things but is safer this way) (4a)
11. Inadequate/inconsistent spacing: space before braces; space after most punctuation (commas, semicolons, colons, etc.); separate function arguments; etc. (4c)
12. Top-level scope code; no function wrapper (4b)
13. Use conditional expressions for if statements whose branches differ only by value (4b, 4c)
14. ****Always* enclose if/else, for, and while in braces, even for one-liners (4a, 4b, 4c)
15. Potential consolidation into a list + iterator function (4b)
16. ***Missing var keyword—these define top-level scope variables! (4a, 4b)
17. Code with no side-effects—this is an expression that does not change anything, AFAIK (4a)
18. Start else clauses on the same line as the preceding closing } (4c)
19. Apparent unused source file—clean up after yourself; you can always restore from version control if you want something back (4c, 4e)

3a — +

3b — +

4a — |

4b — |

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4c — |

4d — +

4e — +

4f — +