

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment 12 | Feedback—Direct Manipulation Widget

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Notes while running (asterisks indicate major observations):

- **** OK, the demo shows me a drag-and-drop trash plugin. Functional, but missing some design refinements like feedback and precise mouse coordinates. (2b)
- And why did you copy the front end into the plugin directory? Or copy the plugin into the front end directory? I said in class that I'd run the web server at the parent, so you don't need to copy... (4b)
- The front end has a bug...either that or your plugin: for something to be trashable, `draggable=false` is a necessary attribute or else the default drag-and-drop browser behavior comes in. Your plugin needs to find a way to ensure this. (3b, 4a)

Code review (asterisks indicate major observations):

1. **** Some tabs hanging around in both the JavaScript and HTML files. (4c)
2. OK, so your plugin expects a `#placeholder` element. Fair enough; though I think ideally this is best done as an option. (4b)
3. Agggggg spacing and commented-out code! But I've said enough previously. (4c)
4. Remember how dragging boxes in the sample code was refined so that the mouse position was coordinated better? Apparently not... (2b, 3a, 3b, 4a)
5. What does `200` mean? (4b, 4c)
6. No, you do not invoke a plugin from within its own code... (4b)
7. Didn't have to be copied. (4b)
8. Shouldn't come before your application code—the dependency should be the reverse. That makes the offense of note 6 even worse. Completely not how you use a plugin. (4b)
9. This doesn't work because it's the *container*, not the image itself. (3b, 4a)

2b — / ...Still need some interaction design, and not so much here.

3a — | ...Good job setting the draggable images up, but needs robustness (last bullet).

3b — | ...Missed some easy event handling refinements, plus glitchiness with browser behavior.

4a — | ...Mostly works as advertised, but needs to `draggable=false` already be present.

4b — / ...See notes above.

4c — / ...Just look at that plugin code.

4d — | ...Generally good job working out the plugin internals; but how to *invoke* it was a total miss that didn't have to be...

4e — +

4f — | ...Some fixes within one day after the due date.