Exercise: Project 1 Critique

Your Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Kevin Dolan\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# Overview

In this exercise, you’ll be forming groups of 4. As a team, look over the project 1 sites of all of your members, and provide **verbal** feedback and suggestions for improvement. Use the following questions as a guide, and fill in your answers. Be sure to enter the name of each student you’re critiquing, *including yourself*. Submit this file (one per team member) to the myCourses dropbox when you’re done.

# Project for: Kevin Dolan (myself)

1. **Content:** How appropriate is the topic, and how well is it put together? Does the proposal make sense, and is the content broken up across pages in a way that makes sense?  
     
   Nothing much!
2. **CRAP:** How does the site adhere to CRAP principles? Discuss the general design.  
     
   Nothing much!
3. **Navigation and Usability:** How easy is the site to navigate? Is the navigation in a location that makes sense? Is it consistent? Is there any confusion on how to get around on the site?  
     
   Nothing much!
4. **Responsive Design:** Drag the size of the window around a bit, making it as narrow as 480px wide. How does the site respond to all the different sizes?  
     
   Nothing much!
5. **Code:** Is the code clean and easy to read? If you were asked to work on modifying the site, would it be documented well enough for you to do so?  
     
   Nothing much!
6. **Other Comments:** Anything else to say to help improve the site?

**Feels bad man.**

# Project for: Sam Carr

1. **Content:** How appropriate is the topic, and how well is it put together? Does the proposal make sense, and is the content broken up across pages in a way that makes sense?  
     
   Not a lot of content, but what is there is pretty good.
2. **CRAP:** How does the site adhere to CRAP principles? Discuss the general design.  
     
   Since there is not a lot of content, there is not a lot to contrast, repeat, etc. However, there is still sufficient contrast to make the most important distinctions between content and background, or navigation and material.
3. **Navigation and Usability:** How easy is the site to navigate? Is the navigation in a location that makes sense? Is it consistent? Is there any confusion on how to get around on the site?  
     
   Navigation works well.
4. **Responsive Design:** Drag the size of the window around a bit, making it as narrow as 480px wide. How does the site respond to all the different sizes?  
     
   It actually does! The image doesn’t resize, but nav and content do.
5. **Code:** Is the code clean and easy to read? If you were asked to work on modifying the site, would it be documented well enough for you to do so?  
     
   Good enough.
6. **Other Comments:** Anything else to say to help improve the site? **BROBOT.**

# Project for: Aster Patscott

1. **Content:** How appropriate is the topic, and how well is it put together? Does the proposal make sense, and is the content broken up across pages in a way that makes sense?  
     
   Not a lot of content, but it is appropriately sectioned in the right pages.
2. **CRAP:** How does the site adhere to CRAP principles? Discuss the general design.  
     
   General design could use more formatting, but so could probably everyone.
3. **Navigation and Usability:** How easy is the site to navigate? Is the navigation in a location that makes sense? Is it consistent? Is there any confusion on how to get around on the site?  
     
   Navigation worked, pages were where they should be.
4. **Responsive Design:** Drag the size of the window around a bit, making it as narrow as 480px wide. How does the site respond to all the different sizes?  
     
   It does have responsive design!
5. **Code:** Is the code clean and easy to read? If you were asked to work on modifying the site, would it be documented well enough for you to do so?  
     
   Good enough.
6. **Other Comments:** Anything else to say to help improve the site?

# Project for: Eli Straut

1. **Content:** How appropriate is the topic, and how well is it put together? Does the proposal make sense, and is the content broken up across pages in a way that makes sense?  
     
   I liked the picture of the Final Fantasy characters/
2. **CRAP:** How does the site adhere to CRAP principles? Discuss the general design.  
     
   Nice borders, background is background, content is content.
3. **Navigation and Usability:** How easy is the site to navigate? Is the navigation in a location that makes sense? Is it consistent? Is there any confusion on how to get around on the site?  
     
   Nav does not work yet.
4. **Responsive Design:** Drag the size of the window around a bit, making it as narrow as 480px wide. How does the site respond to all the different sizes?  
     
   Yes! Responsive design is here and proud!
5. **Code:** Is the code clean and easy to read? If you were asked to work on modifying the site, would it be documented well enough for you to do so?  
     
   It’s good enough.
6. **Other Comments:** Anything else to say to help improve the site?