

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2013

## Assignment 1024 Feedback

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3a — Your Ajax implementation (the ones you completed at least) show a good understanding of how dynamic user interfaces are constructed. Character creation is *this close* to being complete (the operation takes place but the page is not updated until you refresh it), it's a little surprising that you didn't just finish it up, if only with a `window.reload`. So that's 2 1/2 Ajax implementations, I'd say. (+)

3b — All of your event handling is in *rpg.js*, and it does not go beyond simple click handlers. Not that there's anything wrong with that, but it does represent the bare minimum of what was expected in the assignment. Compared to the additional dynamic behavior implemented by some others in the class, plus the rich possibilities in your *character.html* page, though, I think you have a missed opportunity in imbuing additional behavior to your hypothetical RPG. (|)

3c — MVC remains well-maintained here. (+)

4a — Your Ajax implementations work, but just to the bare minimum expected for the assignment. Character loading is straightforward if simple due to the choice of a select element to hold there characters; character deletion is pinpoint and precise; but unfortunately, character creation does not refresh the page. Your fledgling user interface also has a gotcha lurking: for the Edit and Delete buttons in *index.html*, if the user clicks on those, *which* character is Edited or Deleted when the corresponding button is clicked? This is something you could have demonstrated in your mockup. (|)

4b — Separation of concerns carries over nicely here from the previous assignment. (+)

4c — Source code retains the characteristics pointed out in the 1017 feedback. (+)

4d — For the new Ajax functionality, I think you could have gone a little deeper into the documentation for better or more dynamic behavior, such as updating the character list upon creation, or tracking a current selected character (or not) for the benefit of the Edit and Delete buttons. These would not have been beyond your reach. (|)

4e — Commit frequency and messages are appropriate for the work done. (+)

4f — Submitted to GitHub on time; *my.cs.lmu.edu* site also live at time of grading. (+)