

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment I024 Feedback

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3a — Your work shows a basic but somewhat uneven ability to dynamically update your user interface as data changes occur. Examples shown in class, such as populating elements with new information, come through just fine, but for new ones, appropriate updates are missing (e.g., character deletion misplaces the page location line; character editing does nothing at all to the modified character fields). (/)

3b — The dynamic behavior that you have added to your page shows a beginning level of event-driven programming knowledge. Your code shows a decent ability to *respond* to events; finishing them off cleanly (like updating your page when an Ajax call concludes) is an area of improvement. (|)

3c — Structurally, your model-view-controller separation is generally maintained well. (+)

4a — Your addition of Ajax functionality starts well, but ends...well, it doesn't end, actually. Most of your Ajax calls, particularly character creation and editing, exhibit unaddressed bugs. As committed, the functions don't actually work; however, as noted in the inline comments, these issues are eminently fixable. It's like you gave up right away, without giving the code a closer look. If you were truly stuck here, that would certainly have been understandable—in which case, you should have asked me about it! (/)

4b — Proper separation of concerns continues to be generally well-demonstrated here, but have become slightly incomplete because of the general lack of follow-through when data updates take place. (|)

4c — Indentation issues remain from the prior iteration of the code. This is not surprising of course, because until this point you have not yet been called on it. But you are being called on it now, so you'll want to improve on this with future work and, if you choose, a resubmission of these assignments. (/)

4d — Resource use takes more of a hit here, because you clearly encountered issues in your Ajax implementation but neither figured these out on your own, nor asked me for help. Remember that the instructor is also a resource that you can use! (/)

4e — Commit messages—all two of them **O_o**—remain informative, but frequency is a tad less than appropriate for the work done. I suspect you can break your work up into smaller chunks—a look at the diffs shows large blocks of code added or removed from one change to the next. Be a little more aware of the self-contained units of work that you are accomplishing is you work on the bigger task. (|)

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

Updated feedback for commits up to 12/13/2013; only re-evaluated outcomes are shown:

3a — Character editing works now, and deletion works but does not execute page updating correctly. But at least you now have two fully functioning Ajax calls, which was what was requested. (+)

3b — Improvement in character editing is sufficient to warrant an increase in proficiency. (+)

4a — Once more, character editing fixes save the day here. And deletion is *that close*. (+)

4b — Your code still shows some separation-of-concerns glitches, like the redundant top-level `$C` blocks and that still-misscoped `getJSON` call in *rpg.js*. Here, the character editing fix does not help enough. (|)

4c — *character.js* shows much better formatting, but not *rpg.js*. (|)

4d — You were able to puzzle out most of your Ajax issues except for properly updating what the user sees upon character deletion. (|)