

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1017 Feedback

Miguel A. Vazquez

mva@que

3a — Your work shows a rudimentary knowledge for constructing user interfaces. There are quite a few rough edges (noted in the inline comments). This is understandable in the early going when you are still learning an API, but you should also get a sense for what needs improvement and be more proactive in asking how to accomplish certain looks/layouts/effects. (/)

3c — Your code respects model-view-controller separation. Well, at this level it is really just model-view, but in any case you are off to a good start. (+)

4a — Your user interface has all of the elements requested in the assignment. Particularly successful is your “random item” implementation. The help page looks too much like an afterthought though, and some parts of your user interface need debugging (e.g., the accordion elements in the character page). Still, the basics are covered, if not with a lot of polish. (|)

4b — Your code generally shows proper separation of concerns, with HTML, CSS, and JavaScript code each appropriately covering its designated purpose. (+)

4c — Your code formatting needs serious cleanup. Tell your editor to standardize on spaces, and not tabs; be cognizant of the structure of your code, and indent accordingly. Be consistent with how you space things; note also some inline comments where I suggest certain conventions. Remember, code readability is not for the machine, but for other human beings who will be reading your code. (/)

4d — Your work shows some good resource use in figuring out how to build the user interface, but does show some inconsistency. The main thing that sticks out is your use of `getElementById` when we have otherwise been using jQuery ID selectors `$("#...")`. Not that there is anything strictly wrong with the former, but why turn to that when we have already established another way to do it? (|)

4e — You committed your work with good frequency and informative messages. Keep it up! (+)

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 — No significant strides in general RPG layout or design seen. (/)

4a — Accordion elements look better (although from looking at the diff's, it isn't clear how that got fixed), but all other issues remain unaddressed. (|)

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

4d — Fewer `getElementById` calls seen, but still some stragglers. But since that was the only flaw that was called out and it is significantly improved in this version, we can take it up a notch. (+)