CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1126 Feedback

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2b — You have successfully developed a direct manipulation widget from scratch—congratulations! Functionality is certainly present, but it appears that the difficulty of implementation led to some slippage in design. For example, I think the implementation certainly limited you from realizing that *scroll wheel* events are probably a better fit for your roller than mouse events. The snapping is certainly a good choice, but the use of selection indices and values should have gone all the way to the callback. And, given the use of mouse events, some temporary disabling of text selection might also be called for so that the page does not highlight as the mouse leaves the bounds of the widget. In the end though, that's the big challenge in this exercise—to expose you to the overall difficulty of this process, making sure that you do not lose sight of multiple elements even if some of them may demand your attention more than others. (**|**)

3a — Your work certainly shows further advancement in your knowledge and understanding of how user interfaces are constructed. (**+**)

3b — Your work shows decent understanding of event-handling; you took on a notch-level harder one because of the 3D- and radial-related computations, but you generally pulled it off. Your callback, as mentioned, missed an easy opportunity to be more intuitive, plus you should have also invoked it upon `mouseup` so that the user can get a final value. (**|**)

3c — Your code adheres to the MVC paradigm. (**+**)

3d — Your plugin successfully breaks down a high-level user action into the appropriate lower-level event handlers. Plus the high-level activity you chose has an increased degree of difficulty due to the 3D, rotating, and snapping functionality. (**+**)

4a — Your plugin spans a nice range of functionality, including both construction and behavior though not much visual customization. The initial `mousedown` to `mousemove` sequence has a "jumping" bug that would need to be fixed for real-world use, but we will count it only in a minor way for the assignment because of your overall plugin's degree of difficulty. Its main gap lies in programmatically setting the current value of the plugin; this is what keeps you from fully integrating it into your RPG app (though you did do a decent job working with the "getting" part). (**|**)

4b — The main separation of concerns "smell" in your code is the duplication of some logic in your `mousemove` and `mouseup` event handlers; you can pull those into unified functions, with parameters to represent variations in the two use cases. Things are otherwise fairly clean. You did find it necessary to copy your plugin files into the RPG app, but that is understandable. Just be cognizant of that issue in case you update the plugin code. (**|**)

4c — Your code is decently readable, with just the occasional spacing hiccup. No big structural problems though, and the hiccups didn't happen too often. (**+**)

4d — Your work shows excellent use of available resources and documentation, including the instructor who is also a resource **:)** (**+**)

4e — Your commit frequency and timing are appropriate for this scale of project—congratulations for being on it especially at this time of the semester **:-)** Messages are nice and descriptive too. (**+**)

4f — Submitted on time (extension to December 2). (**+**)