

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment III Feedback

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3a — Your work shows continued growth in your knowledge of how user interfaces are constructed. The shifting of the drawing area to make box deletion easier to test was a good extra tweak. (+)

3b — Your touch event handling implementation works great, though you didn't get to the "minimum box size" check. Not a huge issue because it was not requested by the assignment anyway. (+)

3c — Your code demonstrates good adherence to MVC. (+)

3d — You have successfully broken down two high-level actions, box creation and box deletion, into appropriate lower-level touch events. (+)

4a — Your code is functional on all counts. (+)

4b — Your code is mostly separated well, including MVC. In particular, you successfully avoided hardcoding 512×512 as the size of the drawing area. However, some degree of repetition got left behind in your created-box sizing logic. I know we wrote much of what is there in class, but I do remember mentioning that some consolidation would be called for :)

One final, small glitch is your placement of the cache variable; for all intents and purposes, this variable is *private* to the BoxesTouch module, and in JavaScript the way to do that is to declare the variable inside the function that initializes BoxesTouch rather than to have it "out in the open." (|)

4c — Your code is very readable with generally descriptive names and comments. Your spacing is not very consistent though, and I spotted enough for this to detract from your code's readability. (|)

4d — Your work shows good use of available resources, both in class and outside. (+)

4e — Your commit frequency and time spread for the commits (two person-days!) are a little on the short side for an assignment of this scale, though not horrible either. Your commit messages are pretty descriptive though. (|)

4f — Submitted on time. (+)