Assignment 1030 Feedback

This feedback is effectively a code review; to keep it concise, notes are provided as a numbered list. Inline comments in your code illustrate an example of the numbered item (there may be more). Asterisks (*) denote high-priority issues. If any code review item is unclear or if the resulting proficiencies are not self-explanatory, please ask me.

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Updates for commits up to 12/9/2014 are shown inline:

1. ~~No published version seen~~ *(4a)*
2. Item spawn shows no visible display *(3a, 4a)* …*uhhh, yes but nothing meaningful*
3. Character creation, editing, and deletion require manual refresh *(3a, 3b, 4a)* …*yes but sledgehammer*
4. Edit character doesn't auto-fill data *(3a, 4a)*
5. Odd choice—confirmation modal appears for character edit? *(4a)*
6. Rudimentary help tab *(3a, 4a)* …*better but odder*
7. ~~Obsolete event handler assignment: do this completely in JavaScript~~ *(3b, 4b)*
8. Incorrect/inconsistent indentation *(4c)* …*some loose ends in HTML but definitely better*
9. ~~Tabs in the source code~~ *(4c)*
10. Non-descriptive names; some are copy-paste holdovers *(4c)*
11. ~~Unnecessary comment blocks~~ *(4c, 4c)*
12. Inadequate/inconsistent spacing: space before braces; space after most punctuation (commas, semicolons, colons, etc.); separate function arguments; etc. *(4c)* …*still there*
13. ~~Duplicate HTML element ID~~ *(4a, 4c)*
14. Similar markup that might be worth consolidating—might be better to use the same markup and have JavaScript set create-vs.-edit behavior *(3a, 4b)*
15. ~~Incorrect script loading order—make sure that you load scripts in order of dependency (i.e., your code depends on Bootstrap with depends on jQuery, so you load jQuery first, then Bootstrap, then your code—doesn't always break things but is safer this way)~~ *(4a)*
16. ~~Separate distinct blocks of code with blank lines~~ *(4c)*
17. Code in top-level scope—except for reusable libraries, you very rarely ever need this; certainly not in the case of what you declare here *(4b)* …*Yes you can even eliminate* `theGame`
18. ~~Function statements rather than declaration as variables—declaring functions using var notation carries much clearer scoping rules and speaks to the first-class nature of functions in JavaScript~~ *(4c)*
19. Multiple jQuery function calls on the same selection: chain them *(4a, 4c)*
20. ~~Start else clauses on the same line as the preceding closing }~~ *(4c)*
21. Superfluous empty string concatenation *(4a, 4c)*
22. Potential consolidation: collapse repetitive statements into an iteration *(4b)*
23. Editing and creating code is *very* similar—strongly consider unifying into a single function with parameters *(4a, 4b)*

CMSI 370-01
INTERACTION DESIGN
Fall 2014

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3b — **/** …virtually all client-side event-handling is via inline JavaScript strings, which is not the way to do it these days—instead, use event listener functions (e.g., `addEventListener`, jQuery's `on` or `bind`)

<div align="right">

…good enough for a bump (**|**)

</div>

4a — **|** <div align="right">*…no change*</div>
4b — **/** <div align="right">*…good enough for a bump* (**|**)</div>
4c — **|** <div align="right">*…no change*</div>
4d — **|** <div align="right">*…no change*</div>
4e — **+**
4f — **+**