

Self Critique

I believe more issues and design possibilities should have been considered when planning and making my application. For example, in my design document, I wrote about sending individual page visit durations and saving them, instead of simply keeping a running count of total time duration to average it out. This allows for the design to be extended later, if data on per visit time duration is ever wanted. However, as brought up in a comment on my code, I should have also considered how I was sending the time, and if I really wanted it in the page unload. The beforeunload function would be a more reliable place to send it. And to further allow for the application to be extended, I could have done something like send the start and end times instead without too much extra trouble.

I think another thing I should have considered, or stressed more in my design, was the fact that I made it possible to only track visits to pages if the domain name matched what the user registered the site with. While this makes for more enforced organization of sites and their groupings, which is easier for the developer, I think this is too inconvenient for the user and possibly confusing if they don't notice this and don't understand why visits aren't being tracked. I would change this so that the concept of a "site" no longer has a forced base url, and thus any page with its javascript snippet on it is tracked and shown as being under that site.

I think the most successful decision was the Site has-many Visits relation, since it's so natural. The least successful decision was restricted tracking by base url. Better usability and more consideration of different situations are the main priorities for improvement. Easy usability and understanding is also important in a design, and warrant creation of different ideas, not just going with the first one or two thought of.