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P3.4 Critique and Reflection

Critique

Summary Assessment from User's Perspective

From a User's perspective, the most appealing part of this application is the ability to dynamically edit, drag, and resize notes on the page. I think that the application is generally easy to understand and intuitive. However, there are a few bugs in it that make it difficult to use at times, like lack of responsiveness after immediately creating a task in a to do list, or creating a to do list.

Summary Assessment from Developer's Perspective

From a developer's perspective, the code could be much better documented and commented, as it's currently hard to understand. Some of the code, like the Javascript, was mostly written in a large block, when it should have been separated out.

Most and Least Successful Decisions

I think the most successful decision was the decision to make notes draggable, resizable, and editable by simply clicking on them. I think the least successful decision might have been to make task lists separate from notes by saving each task as a new object. This added more complications to the application than it was worth, as they could have just been saved as notes.

Priorities for Improvement

The main priorities for improvement are to fix the remaining bugs in the application, which don't allow editing or deleting immediately after creating a list sometimes. Making new notes not always appear in the same location would also be helpful, as then users could make many new notes at once without them all overlapping each other.

Reflection

Most and least successful aspects of project

The most successful part of the project is the user interface and ability to dynamically edit notes, because the editing is fairly intuitive and natural. I think the least successful aspect of the project was how the Javascript was included in the code, as it got very disorganized over time, and led to some bugs in the interface, which are annoying for the user.

What I learned from it and can improve on next time

I think the biggest thing I learned from this project is to separate and comment code well from the start, especially with respect to Javascript, which was largely all in the same document. More tests, and

making tests before starting to code would have also been useful and a good way to understand my design before diving into it. I think I spent too much time trying to add fun features like editing when clicking and dragging work like I wanted, so I neglected other basic aspects of the application, which I will aim to not do in future projects.