

Project 3 – Self Critique

User's Perspective

The user interface is very intuitive behaves as a user would expect. It looks clean and simple and is easy to use. It's very easy for user to create/destroy a sticky and updating a sticky is no harder than clicking the sticky and typing in. It's especially pleasing that a user can create stickies before he is logged in, that then merges with the existing ones on the server when he does log in.

The drag is a little bit staggered and the tilted text is a little bit rough. Sometimes when I refresh the sticky will move from it's location ever so slightly, which I believe is due to rounding. I also would have preferred that the login/signup was less obtrusive but at least you don't lose your stickies.

Moreover, I think the containment box for the stickies should disallow putting the sticky underneath the navigation bar, but that's just a small issue. Overall the UI is simple and aesthetically pleasing.

Developer's Perspective

The code is easy to follow, well organized and employs a good separation of concerns. Validations are used in controllers appropriately. Furthermore, the code is well commented and documented without going overboard; any confusing part of a method or piece of code is explained away with good and concise comments. The asynchronous update requests might be too frequent but it's not visible.

Testing strategy is well done with adequate coverage of both models and controllers. I would have loved to see some integrated testing/system tests but that was not required by the project.

The most successful decision

Letting users create stickies without signing in and then saving them once a user has signed up was an excellent decision and a very useful feature.

The least successful decision

Not making log-ins asynchronous. They are obtrusive and interrupt the workflow.

Priorities for Improvement

1. Make log-in/sign-up asynchronous
2. Fix position inaccuracies
3. Making the drag effect smoother