Adrian Mullings 6.170: Software Studio Project 1: Design Evaluation

Evaluation

Critique

From a user's perspective, I would say my site is pretty solid. I tried to keep my application minimalistic, not in terms of aesthetic, but in terms of functionality. In particular, I decided that I did not want to include CRUD operations for visits, and could omit most of them for pages as well. The major problem with my interface however, is that users aren't given enough help in getting started with the system.

I would consider my application pretty sollid from a developer's standpoint as well. I had some code in my Site controller that probably should have been moved to the model, but aside from that, I'm pretty happy with the way I separated my code. In particular, I made certain to move all computations from the view to the model.

Overall, I would say that the most useful decision I made while designing my system was deciding not to represent visits as a resource.

If I were to spend more time on this project, I would probably focus on two things. The first is ease of use; I would add functionality to the site so that it could generate a tracking script for the user and let them download it. The second is security; I would change the site to prevent users from beign able to see and modify each others' website tracking information, probably by making each registered site accesible only through a secret key. I think that these are the two main things preventing me from putting my system to use.

Reflection

I would say the most successful aspects of this project were that it increased my familiarity with Rails, and taught me the value of planning out my system before implementing it (something I think Rails is quite good at teaching). Next time, I hope to spend more time on the application's user interface. Luckily, this seems to be one of the focuses of our second project.