Reviews of Student "Works In Progress" for Assignment No. 9

Please post followups to this post identifying pluses and minuses of the various "works in progress" that students have posted for review. Please comment on at least one aspect of each program that you think is really good and one aspect that you think needs improving. For the latter, please suggest *how* the original author might improve his or her program. Also, be sure to identify whose program you are commenting on.

 Here are links to the programs submitted as of 11:37 AM on Thursday, December 3rd.

- Ramon Meza — http://weblab.cs.uml.edu/~rmeza/scrabble/
- Jason Downing — http://downing.io/GUI/assignment9.html
- ===>> Version 2: http://downing.io/GUI/assignment9_v2.html
- Anthony Salani — http://asalani93.github.io/scrabble.html
- Alex Nevers — http://weblab.cs.uml.edu/~anevers/part9/hw9.html
- Patrick Quaratiello — http://patrickqrtll.github.io/GUI_1_Pages/scrabble.html
- Cody Mulkern — http://mulks.github.io/Gui1/assignments/assignment9.html
- Christian Everett — http://christianeverett.github.io/91.461/public_html/Scrabble.html

Thank you very much to those students who have submitted their URLs.

Jesse

Michael Bowe 3 days ago

Jason: I like your implementation very much. It seems complete. The tile snapping in is slick, the score is correctly computed, and the rules are enforced. One thing I noticed however is that I tend to get a disproportionate number of rare tiles (Q, Z, X, J), with at least one if not 2 or three on the first hand every time. Perhaps this could be fixed by using an array of all 100 pieces so you can just generate a random number from 1 to 100 or something similar as it would ensure a correct probability of getting the correct tile. It might also be useful to have the ability to recall tiles from the board back to the dock, and to shuffle the tiles in the dock as these are common things people do while playing scrabble.

Patrick: The score is being computed and the drop animation looks good. I noticed that getting new letters while there are tiles on the board results in that number of new tiles starting on the board and removing them makes the score go negative.

Alexandra Nevers 3 days ago

Quaratiello: + Page set up and "get new letters" animation looks good.
          – The drop animation comes from the top of the page; it's a little jarring at first and might not be necessary

Meza: + Layout looks clean, and making space for drops between letters is nice
     – It's not initially clear where the letters are supposed to be placed.

Downing: + Full board implementation is impressive
        – Columns on the board look a little squished to me & resize on tile drop.

Salani: + The minimalistic board w/o tile labelling is nice.
       – The topmost row of the board can't be seen unless in full screen mode

Mulkern: + Rack and Tile set up looks very clean.
        – Letters can't be dragged and the rack is a little too big

Everett: + Scoring works well and Word box updates real-time
       – Scoring box should probably not be under a page scroll

Ramon Meza 3 days ago

Ramon
Pro: Things move.
Con: Wow this sucks.

Jason
Pro: Much style. Even with a little favicon.
Con: Overlapping tiles, maybe reset the original tile in the spot back to the hand when another is dropped in its spot.

Anthony
Pro: I like how the tiles revert to the original position
Con: I have no idea what's going on? I can't drop anything anywhere. I feel overwhelmed with everything on the screen.

Alex
Pro: I like how the tiles snap to the board.
Con: The score continues to increment if I move one tile between board spots.

Patrick:
Pro: The tiles look very nice.
Con: The score continues to increment if I move one tile between board spots. The tiles can be laid vertically, it's very strange.

Cody
Pro: Looks nice (if a little big)
Con: Can't do anything yet.

Christian
Pro: Simple to use layout.
Con: No score.

Zachary Wong 3 days ago

Ramon:
– Snapping tiles is a plus.

Jason:
– Nice UI
– Tiles stick to a block. Can't move it after.
– Nice Meme

Anthony:
– Nice UI
– Tile Bank don't seem to be returning to their original position.

Alex:
– can't put a letter back after placed on a block.
– snaps to corners, then centers.

Patrick:
– click "change letter" changes everything even if it's on the board already.
– dragging from the board to bank decreases score.

Christian:
– Snapping not implemented yet
– Scoring seems to work.

James Erardi 3 days ago

Anthony, I think your scrabble board's color scheme is a tribute in respect to France and the terrorism events which have recently happened, but the colors are extremely jarring.

I think if you want to go for this France tribute angle, you should consider lighter shades of red and blue.

Alexander Li 3 days ago

Patrick: I like the animations for placing the tiles on the board. However if there are tiles on the board and you click the reset button, the score goes into the negatives when you start to remove the tiles.

Jesse M. Heines 3 days ago

Alex: The snapping works really well. How about checking for spaces between letters before you print the score? Also, note that if I move a letter from one square to another its score gets added again. You need a way to decrement the score when a letter is removed.

Madhumathi Prakash 3 days ago

Christian: Love the look of the tiles and the scoring works.

Work on the layout so everything fits on the page. The snapping does not seem to be working.

Rajia Abdelaziz 3 days ago

Jason:
	Pros: I really like the design of the site, very visually appealing & well thought out! Everything that isn't yet implemented has a message telling the user that it's not, that's a really good programming habit.
	Cons: Some of the text on the scrabble board is being cut off. I think the squares aren't wide enough, that could be fixed.

Ramon:
	Pros: The word values are being calculated properly, and the blocks are snapping into their positions!
	Cons: I would add some sort of color or indicator as to where the tiles should be placed!

Anthony:
	Pros: The site is really visually appealing, I really like the color scheme you used!
	Cons: Their still needs to be more implemented but this looks like a great start and I'm sure the final product will be great!

Alex:
	Pros: The site is visually appealing, and the blocks fit well into their positions!
	Cons: The score is incorrect. I'm not sure if you already noticed this!

Emily Seto 3 days ago

Ramon:
The snapping is wicked nice.
I like the simplicity.

Jason:
Nice meme.
No seriously, *nice* meme.
Also, tiles can't move after being placed unless placed back onto the "stand". (Sorry, forgot the name of this).

Alex:
The way the tiles are centered in each slot is great.
Nice color scheme.

Jesse M. Heines 3 days ago

Jason: The features that are implemented so far (in your Version 2) work great! I see the board squares as narrow, however. Is this something about my system or is it the same on yours? Perhaps the resolution of my system is too low. (I'm writing this in class.)

Cody: I'm a little confused that when I drag a tile, the original tile remains where it was. I think you have to modify your drag-and-drop options a bit. Take a look at the other examples to see how they do this.

Martin Rudzki 3 days ago

Jason Downing:

Pros:
-Link for rules.
-Tiles go into squares.
-If tile is not placed to adjacent tile, it will reset back into tray.

Suggestions:
-Make it easier to rearrange letters on tray.
-When I view the webpage maxed (11.6"), the board shows rectangles, which cut off the specials squares wording.

Great work!

Anthony Salani 3 days ago

Ramon Meza:
+ The design is very clean.
– The list of tiles moves down when you start dragging, and moves back up when you let go. This is kind of disorienting.

Jason Downing:
+ The validation to tell where a tile can be placed seems to work perfectly.
– The board gets really narrow on my laptop (1366 x 768 resolution).

Alex Nevers:
+ The tile animations are smooth. Also, probably the best looking board so far.
– The tiles snap to the edges of everything, which is a little annoying.

Patrick Quaratiello:
+ You can actually put the tiles back in the tile rack after they're on the board.
– putting two different tiles in the same slot causes the board to enlarge.

Cody Mulkern:
+ The images chosen are nice images.
– Nothing dynamic happens yet.

Christian Everett:
+ Scoring works properly.
– The images are stretched, and putting two tiles on the same spot kind of breaks scoring.

Joel Cruz 3 days ago

Ramon:
+ Tiles snap in place
+ UI looks great (there's beauty in simplicity)

Jason:
+ there're too many things to compliment
– I'm able to place tiles back anywhere in the rack and it looks weird
– the board dynamically changes in size and it looks weird

Anthony:
+ Nice UI
– Tile Bank don't seem to be returning to their original position.

Alex:
+snaps into place
– can't put a letter back after placed on a block.
– snaps to corners, then centers.

Patrick:
– if I place a tile beneath another tile a random board appears below
– snapping feels weird

Dominic Leandres Cabral 3 days ago

Ramon
-Awesome how you can move other tiles by dragging another above it
-When placing a new tile the whole word seems to shift down, which can be confusing

Jason
-Great Interface, like how things snap
-The only thing I struggled with was when I had a word, e.g., PA_E and I wanted to put a "C" in between the "A" and "E", it would not let me.

Anthony
-Clean and simple, obliviously a work in progress

Alex
-Works well snapping, score, etc.
-Felt a little strange to me when dragging a letter over and it would try to snap in before i let go

Patrick
-Works well, snapping is cool
-to user it might seem like a bug that the tiles fly in after dropping them

Cody
-clean, slick, obliviously work to do

Christian
-Works well, needs work obliviously
-make them snap in

Cullin Lam 3 days ago

Ramon - I like the snap feature for the pieces. It's not obvious where to place the pieces. It's difficult to place the pieces back in hand.

Jason - User is not forced to start at star tile

Anthony - Can't place any tiles from hand

Alex - the snapping is awesome. You can stack 2 tiles.

Patrick - I'm not sure if vertical dropping is intentional

Cody- looks nice but doesn't yet do much

Christian - good start but needs snapping feature, also tiles can overlap

Patrick Quaratiello 3 days ago

Ramon,
Pro: The movements seem fluid and the pieces click into place.
Con: The letters need some indicator of where they need to be placed, and when you try to place them back to their "holder" it's picky about where you place it.

Jason,
Pro: The score system seems to work and detect the square the letter is placed on.
Con: The letters can be placed anywhere, and they don't snap to the positions that are acceptable.

Anthony,
Pro: The board and letters look well organized, and you can more and place some letters.
Cons: I don't know if you're just testing something but I don't know where I can and can't place letters, it seems as though I can't place them in most positions.

Alex,
Pro: The tiles snap neatly to the center of the board spaces. The score is calculated as well.
Cons: Cannot return pieces back to "holder". Scores are updated when you move a piece between two positions on the board.

Cody,
Pros: There are letters. I looks neat.
Cons: I can't do anything with them yet.

Christian,
Pros: Letters can be moved around easily and detect the word if on board.
Cons: Letters are a strange shape, but that's sort of a nitpick. Score not calculated, and letters don't snap.

Jeremy Daigneau 3 days ago

Ramon Meza
+Tiles are placeable
+Points are calculated
–Limited Visuals
–Don't know where to put tiles

Jason Downing
+Word Validation
+Can Place Tiles + Get scores
+Visually Appealing
–Can't get new tiles without resetting game

Anthony Salani
+visually appealing.
+Looks like a scrabble board.
–Tiles don't place properly. They fly away.
–No score calculator

Alex Never
+Score Calculator
+Proper tiles
–4 grid table
–Score keeps increasing when I move tiles

Patrick Quaratiello
+Nice looking table
–New board is made if tile is placed on another tile

Cody Mulkern
+Good visuals
–Just Pictures

Christian Everett
+good visuals
+tiles can be moved
–tiles can be moved anywhere

Peter Maniatis 3 days ago

http://weblab.cs.uml.edu/~rmeza/scrabble/
   Good: I like the snapping!
     -Score works well
   Feedback: Need scrabble board
      -No way to submit or check word.

http://downing.io/GUI/assignment9_v2.html
   Good: -Great board!
     -Great score keeping
     -Really like the snapping.
     -Well organized easy to follow.
     -Dictionary seems to work well.
   Feedback: Letters remaining not implemented yet?

http://asalani93.github.io/scrabble.html
   Good: -Snapping is smooth and easy to track pieces.
     -Good base for full board implementation
   Feedback:
     -Snapping seems to be bugged. The two B's can be snapped anywhere in the column with the other B, but can only be snapped immediately next to each other in the row.

http://weblab.cs.uml.edu/~anevers/part9/hw9.html
   Good:
     -Snapping seems to work well.
     -Shuffle is nice and works well
   Feedback:
     -Score is accumulated when you place a piece then pick it up and place it again.
     -Maybe add some space between the user tiles.
     -The V tile is a different color?

Cody Mulkern 3 days ago

Ramon:
-Snapping works nicely.
-Hard to find board with no background.

Jason: (Looked at version 2.1)
-Tiles and board look great.
-Snapping works nicely but once you choose to go horizontal or vertical you cannot switch the placement of tiles the other.

Anthony:
-Layout looks good.
-Cannot get pieces to place on board.
-Pieces fly off the board and off the screen.

Alex:
-Game board looks awesome whole layout is nice.
-Snapping is nice you can tell which block it is going to be placed in.
-Cannot place tile back into rack and score does not reset when piece is moved.

Patrick:
-Board and tiles look great.
-Dropping works well but the animation was a little confusing.
-If you stack the rack vertically the rack begins to start duplicating.

Christian:
-Board and tiles look nice.
-Snapping does not work but it does register the word correctly at the bottom.

Charlie Sopiep 3 days ago

Ramon
Pros: Very clean interface
Cons: Switching tiles could use a little more work, dragging to the right is fine visually but the left needs work.

Jason
Pros: Some improvements over your previous work. Nice board
Cons: Words are cut off

Anthony
Pros: Created your own scrabble board which is nice
Cons: Need to work on your color scheme.

Alex
Pros: Tile snapping works
Cons: Score still increments

Patrick
Pros: Scoring works nicely
Cons: Tiles are flying from the top or bottom of the screen when placed.

Cody
Pros: Very basic interface
Cons: No functions yet

Christian
Pros: Letters are correctly recognized
Cons: No scoring yet, the interface could use some scaling