CMSI 370-01
INTERACTION DESIGN
Fall 2014

Assignment 1030

OK, it's time to write some user interface code. Resources to help you with this include many of the links listed on the course website, assorted samples from the *bazaar* repository, and the starter files produced in class that are pushed to your respective repositories.

Outcomes

This assignment will affect your proficiency measures for outcomes *3a*, *3b*, and *4a–4f*.

Background Reading

For this assignment, you will want to be acquainted with one or more of the web development resources listed in the course website, particularly the Mozilla Developer Network site, the specifications that can be found with the W3C, the jQuery website, and Bootstrap documentation.

Web browser developer tools will also be quite useful, as would be *jsFiddle* when doing some experimentation or trying out new things.

Textbook reading is centered on the menus, forms, and dialogs interaction style, which would be Shneiderman/Plaisant Chapter 6.

For the assignment itself, the JavaScript textbook will be of help, particularly Chapter 6, Section 7.5, and Sections 8.2.3, 8.3, 8.4.1, 8.5, and 8.7. For the best exposure, read Chapters 6, 7, and 8 in full.

For Submission

A Prototype Role-Playing Game Front End

The title pretty much says it: put together a front end for a hypothetical role-playing game. By "prototype," we mean that you are to focus on layout, navigation, and appearance only, with data management functionality taken care of for you by a rudimentary web service located at *http://lmu-diabolical.appspot.com*.

Our hypothetical role-playing game shall have the following features:

- *Display a list of current characters*
- *Spawn/create a new character*
- *View a character*
- *Modify a character*
- *Delete a character* (make sure the user does not delete one by accident)
- *Spawn a random item:* For testing purposes, you may invoke this function directly; in a real game, this would be replaced by events like a character finding, shopping, or trading for items
- *Help screens:* Some degree of user assistance or help should be available; how these are reached and their specific content are part of the design work for this assignment

If you feel sufficiently moved, you can dream up additional functionality, but will have to mock up the back end functionality (e.g., data that won't really save, processing on the JavaScript side only, etc.).

> If you are even *more* moved, you can beef up the back end too—that isn't quite interaction design, but is still good to learn. Talk to me if you're feeling it.

The focus of this assignment is *interaction*, and not *presentation*. In other words, don't worry about fancy graphics—we know that those require a different skill set. We are looking at user interface elements, layout, and behaviors. Solid colors and gradients are easy enough with the right CSS; if you need images, employ placeholders.

How to Turn it In

1. Commit your front end files under a directory called *rpg/* within your repository.
2. Publish the final version of your front end on the web sites that are available under your *my.cs.lmu.edu* account. If you don't have such an account yet, get one at *https://secure.cs.lmu.edu*. The URL of your front end should be:

   http://my.cs.lmu.edu/~username/cmsi370/rpg