

CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0204 Feedback

Outcomes that eventually cover both 2D and 3D max out at | for now because we are dealing only with 2D in this assignment. They will expand to their full potential with the 3D course work.

JB Morris

jb0001994 / josephburtonmorris@gmail.com

*Notes while running (high-priority notes are marked with ***):*

- Looks great! Definitely a cohesive suite of sprites :) (+1a, +3a)
- No runtime issues or problems seen. (+4a)

Code review (refer to <http://lmucs.github.io/hacking-guidelines/> for code-review abbreviations):

1. Your images have redundant copies. The .ai files are fine, because they are understandably source, but you only need one set of .png's, right? (4b)
2. Assorted magic numbers and other values seen throughout but I won't harp on those too much because these are programmed sprites after all.
3. <http://lmucs.github.io/hacking-guidelines/all/#all-max> (mainly LegoBatman.js) (4c)
4. Code spacing in GothamSkyline.js is too tight. Take note of the guidelines in <http://lmucs.github.io/hacking-guidelines/curly/>, in particular. (4c)

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — |

4c — |

4d — +

4e — + ...Mostly decent commit frequency, timing, and descriptive messages, except for the message that came with commit 62dac86b56d0557e8f228a0a423b10a990595d8d. Keyboard slip?

4f — + ...Submitted on time.