

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 ***):*

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

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.