

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.

Ed Seim

SirSeim / sirseim@gmail.com

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

- Wow, cross-franchise clash :) (+1a, +3a)
- The test animations are extremely helpful—thanks! (+4a)
- No runtime issues or problems seen. (+4a)

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

1. I'd say *canvas.html* is a little...superfluous, yes?
2. I didn't take a super-close look, but it seems that a bunch of your booleans are actually redundant with whether the delta value is negative? You might be able to eliminate some variables if that is the case. (e.g., in *hotdog.html*, *headGoingDown* seems to be capturable by just letting *headRotationDelta* be negative). Not 100% sure because not enough time to follow everything through, but it looks that way. (4b)
3. More leftover code (*drawPanel* function) in *tardis.js*? (not really sure what outcome this falls under...)

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — +

4c — +

4d — +

4e — | ...Descriptive messages and good frequency, but considering that the assignment had been out for a few weeks, I think you should have started sooner than February 2.

4f — + ...Submitted on time.