

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.

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

- Nice XKCD feel to it :) (+1a, +3a)
- No runtime issues or problems seen. (+4a)

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

1. *** <http://lmucs.github.io/backing-guidelines/all/#all-spc> (4c)
2. You've got a decent number of customizable properties, though having the arrow sprite be rigid seems like a lost opportunity. You can make the fletching flutter, or maybe make the shaft breakable? Not a big deal, just an observation based on the code I'm seeing. Maybe you've actually customized it since this version; we'll see.
3. <http://lmucs.github.io/backing-guidelines/all/#all-cmt> (4c) ...In a lot of places, but sticks out the most in *bom.js* and the HTML files (if you didn't need animation, just take those out entirely).

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — +

4c — / ...This isn't your first rodeo with me, so really the tabs issue should be long gone, but it wasn't.

4d — +

4e — | ...Decently descriptive messages and sufficient time management, but you could have probably phased your work in finer-grained chunks.

4f — + ...Submitted on time.