

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0329a Feedback

This is the last assignment where *3a* tops out at | as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at | until we get sufficient functionality in our shaders.

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

- \*\*\* Uh oh, blank scene—and upon examination it turns out to be a JavaScript error, “Shapes is not defined.” Looks like we will have to go straight to the code.

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

1. \*\*\* And there it is—Shapes has been redefined as Shape. Either the latest code has not been pushed, or this was a major oversight. (*4a*)
2. \*\*\* Issues continue: merely renaming references to Shapes into Shape cascades into other errors. The errors seen look straightforward and fixable as long as the design of the object is clear and established. The work is thus looking unfinished. (*4a*)
3. Going on based solely on code inspection, some nominal support for object children is seen, but the scene does not use this at all (independent of the presence of errors) so the functionality remains untested. (*1c*)
4. Three polygon mesh implementations are seen, but due to the current errors, these cannot be tested and the scene code itself only references `rectangularPrism`, and not `pyramid` nor `sphere`. (*1c, 3a*)
5. No unit tests are provided. (*4a, 4b*)
6. What is the empty file `shape.js` doing in there? (*4b*)

*1b — / ...Polygon mesh implementations are present but undemonstrated.*

*1c — / ...Extremely preliminary, such that this proficiency is very generous.*

*3a (max |) — / ...Beginning stages, looks unfinished.*

*3d (max |) — O ...No change to the vertex shader from the sample code.*

*4a — / ...The blocker errors alone will justify a lower proficiency, but we take into consideration the mere presence in the code of some of the desired functionality. Now it just needs to be successfully run and fully used by your scene so that we can see it working.*

*4b — / ...Some errors are due to a lack of clarity in the design of the Shape object.*

*4c — | ...The code that is present is formatted fairly well, but because it has bigger problems like being unable to run, it wouldn't be fair to grant maximum proficiency here.*

*4d — / ...Ditto, the combined errors and unused functionality show that additional review of course materials may be called for.*

*4e — | ...Acceptable commit frequency and messages for the amount of work done, but because the work itself is not finished it wouldn't be right to max this out.*

*4f — | ...Not submitted in finished form.*