

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2014

## **Assignment 0218 Feedback**

This assignment applies only to the 2D aspects of 2a and 3a, so those outcomes have a maximum proficiency of | until a future assignment expands those to include 3D.

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*1a* — Your individual sprites were, of course, great from the get-go, and the background you put together complements them very well. (+)

*2a* — You were able to use the pre-existing transform tweens, but ultimately not in a very sophisticated way plus you're missing the custom tweening code. (/)

*3a* — You do have some animation going, but it is quite rudimentary and pales in comparison to the sophistication of your sprites. They deserve better! (/)

*4a* — Your code implements 2 out of the 3 requested functionalities, so that right there is the biggest knock. The code that you do have for the 2 new features is generally right at least. (/)

*4b* — You separated concerns well, particularly the way your sprite code is used by your keyframe code. (+)

*4c* — Code is decently readable; I had no problems seeing what was going on, but you do have occasional spacing inconsistencies, enough to be noticeable. Keep an eye on those, or better yet, get your editor to do more formatting work for you (with the right formatting style of course). (+)

*4d* — The quality of your work speaks well of your ability to use available resources and documentation. (+)

*4e* — Commit frequency is appropriate for the work done; messages are marginally OK, but can definitely be more descriptive and are occasionally repetitive. (|)

*4f* — Technically submitted on time, but there was an odd removal of easing functions a few days after the deadline, plus the animation itself can use much more work. (|)