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This is an analysis of Computer graphics Homework 3. I began working on this project far later than I should have. It ended up being way more complex and tedious work than I would have expected. This is the result of my slightly unfinished and very late submission. Additionally, I did not have the time to work on this assignment during spring break as I had other obligations.

There were a lot of difficulties with this assignment. It seemed that every step of the way there were roadblocks. I definitely could have done a better job thinking this project out but I didn't have any experience with HTML canvas objects. This came back to haunt me later on in the project. I completed everything in the project except for rotation related to rectangles. Unfortunately, I didn't have the forethought to see that you cannot draw a rectangle in html canvas at any other angle than 90 degrees. This is obviously not conducive to rotation. I got to the point where I am already so past due on this project that something needs to be turned in. Other than that there are a few visual bugs but nothing that breaks the program.