CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0225 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at **|** for now because this assignment remains in 2D.

Christopher Dellomes   *cjdellomes / cjdellomes@gmail.com*

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

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

1.

1a —
2a (max **|**) —
3a (max **|**) —
3b (max **|**) —
4a —
4b —
4c —
4d —
4e — Good frequency and descriptive messages, with work dating from before the original due date (we'll count your sprite revisions here). (**+**)
4f — Submitted on time. (**+**)