

# 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 and simple—which is OK as long as the functionality is right. (+1a, +3a)
- No runtime issues or problems seen. (+4a)

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

1. \*\*\* First sign of a problem: your demo HTML files *don't have any drawing code*. This means that the drawing is conflated with the library code. Not what the instructions said. (3a, 4a, 4b, 4d)
2. \*\*\* And conflation of drawing code means that...you weren't compelled to organize your code into a reusable, publicly visible JavaScript library. My guess is that you're now having a harder time getting your sprites to work with the keyframe tweener properly. (3a, 4a, 4b, 4d)
3. You do have parameters, and the structure of the drawing functions themselves is as specified. However you will need some refactoring to support defaults in a practical way. (+4b, +4d)
4. All of your sprites have an ingrained "location" property. Not really necessary, as stated in the instructions (and as you probably see now with the keyframe tweener). Though this does not do any functional harm, you *were* already told *not* to do it, so this diverges from the spec. (4d)
5. Assorted magic numbers and other values seen throughout but I won't harp on those too much because these are programmed sprites after all.

1a — +

2a (max |) — / ...Transforms used only once when they could have been used for relocating entire sprites (look at how much more concise your sprite code will be if you remove all of those coordinates properties).

3a (max |) — / ...The lack of an externally-callable library is a major component of this assignment, and is the core reason for this and most of the other / proficiencies below.

4a — /

4b — /

4c — +

4d — / ...One major divergence from the instructions (library) and one minor (no need for global location coordinates as a property) is enough for a big ding.

4e — + ...Excellent commit frequency, descriptive messages, good timing.

4f — + ...Submitted on time.