

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.

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

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

1.

1a —

2a (max |) —

3a (max |) —

3b (max |) —

4a —

4b —

4c —

4d —

4e — Good frequency and descriptive messages, plus some nice work pacing from mid-February. Best practices all around! (+)

4f — Submitted on time. (+)