

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 ***):*

- Clever idea, well-executed!
- No technical issues encountered.

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

1. Looking at the scene code, I can see why you “wrapped” `SpriteLibrary.drawPiece` inside another piece function, but that necessity is not applicable to board. (4b)
2. That said, the wrapping of `SpriteLibrary.drawPiece` is avoidable also, especially because of your defaulters feature. Overall, it is a good thing to avoid unnecessary layers of function calls and the layers are certainly unnecessary here. (4b)
3. Custom parameters code works nicely, and is generalized such that other sprites can be brought in and animated with custom properties. +(3b, 4a)
4. As for easing, the non-monotonic additions are evident, and used nicely in the toon. +(3b, 4a)

1a — +

2a (max |) — |

3a (max |) — |

3b (max |) — |

4a — +

4b — | ...Some design suggestions made for streamlining the code.

4c — +

4d — +

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

4f — Submitted on time. (+)