CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0329a Feedback

This is the last assignment where *3a* tops out at **|** as we head toward the full expected functionality of your library code. Meanwhile, *3d* also stays at **|** until we get sufficient functionality in our shaders.

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

- Your scene is coming along nicely, and aside from texture mapping (which is optional anyway) things seem to be running well.

- Shape unit test suite is present though it shows some failures. We will have to check the code to see their severity. Remember to center your development around these tests. This will minimize the possibility of uncaught regressions.

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

1. And it turns out that the shape unit test failures were just a typo in *matrix_es6.js*. Note how this would not have gone uncaught if development centers around the tests. (*4a*, *4b*)

2. There is child/group code in there, but based on earlier clarifications on what this is intended to do, let's try to revise it to its original semantics. Specifically, let's just change `createChild` to `addChild`, in order to avoid the copy behavior (since I don't think it applies anymore now that we have talked about how this is all supposed to work). Also make sure that the final scene has some kind of demonstration of this original grouping functionality, as it is a core requirement of the assignment. Putting a visible building on a planet or something like that should do the trick. (*+1c*, *+4a*, *4b*)

3. Planning for a building or other genuine child object will also help show off your other shapes, so that we don't see just spheres. Again it's a way to demonstrate one of the core requirements of this assignment. Maybe one of your planets can be the "Little Prince" planet so that we can see stuff sitting on it **:)** (*+1b*, *+4a*)

1b — **+**

1c — **+** …Though the API needs tweaking, as noted above.

3a (max **|**) — **|**

3d (max **|**) — **|**

4a — **|** …As a reminder to center your development around tests, and particularly because the cause of the failure is very easy to fix, we'll reflect this on the functionality outcome.

4b — **|** …We will log the need to revise to a more conventional child/group API here.

4c — **+**

4d — **+**

4e — **+** …Excellent commit granularity and message descriptiveness.

4f — **+** …Sufficient work done by the due date.