

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.

Francis James

fjames003 / frankiejames80@gmail.com

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

- Those pieces turned out quite nicely I'd say :) (+1a, +3a)
- No runtime issues or problems seen. (+4a)

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

1. Assorted magic numbers and other values seen throughout but I won't harp on those too much because these are programmed sprites after all.
2. <http://lmucs.github.io/hacking-guidelines/all/#all-newline> (4c) —especially after function definitions and large code blocks.
3. <http://lmucs.github.io/hacking-guidelines/curly/#curly-rsrv> (4c) —the while loop at the bottom of *checker-Piece.js*. Might be an oversight because that's the only instance I spotted, but be mindful of it anyway.

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — +

4c — +

4d — +

4e — + ...Descriptive messages and excellent frequency & timing.

4f — + ...Submitted on time.