# CMSI 371-01
## COMPUTER GRAPHICS
**Spring 2016**

## Assignment 0329b Feedback

All caps are released with the outcomes in this assignment because a sufficient amount of functionality will have been reached here.

Francis James                                                             *fjames003 / frankiejames80@gmail.com*

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

- Matrix test suite runs successfully. Nice number of assertions there.
- Transforms are apparent in the demo scene; projection looks functional as well.

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

1. Note that *qunit-close-enough.js* has tabs in its code. (*4c*)

2. Reminder again that there is an extremely easy-to-fix typo in *matrix_es6.js* which breaks your shape unit tests. This is also relevant in this part of the assignment because the fact that the typo *didn't* break the *matrix* unit tests means that the matrix test suite has a gap in coverage. (*4a, 4b*)

3. Per-object transform behaviors are not immediately demonstrated on your scene at the time of this review, so make sure that you demonstrate this (like with a building or some other stationary-relative-to-a-planet object). I tweaked the scene slightly for a temporary test and that worked, so that is looking good but you should definitely make sure to have it readily demonstrated. (*2a*)

*2a* — **|** …Demonstration of parent/child propagation reminder.
*2b* — **+**
*3a* — **+**
*3d* — **+**
*4a* — **|** …Unit test reminder.
*4b* — **+**
*4c* — **+**
*4d* — **+**
*4e* — **+**
*4f* — **+** …Same notes for *4e* and *4f* as in HW 0329a.