Feedback

Item	Assigned	Possible	Comment
Files located in folder named dog-chase-chat	1	1	
WIDTH and HEIGHT constants defined appropriate with values of 400 each	1	1	
400 doesn't appear anywhere else in the code	1	1	
position structure defined correctly, with components x and y	2	2	
world structure defined correctly, with components cat and dog	2	2	
keep-in-range defined appropriately	1	1	
keep-in-range implemented correctly	2	2	
check-expect statements for keep-in-range defined	1	1	
keep-in-world defined appropriately	1	1	
keep-in-world implemented correctly	1	2	The conditions in the code use equality to decide whether the image is at one of the boundary points exactly, and then returns that boundary point. Essentially, the position passed to keep-in-world can never be changed. This function should just call keep-in-world twice, returning a position whose x coordinate is the result of keeping the x coordinate in the appropriate range, and whose y coordinate is the result of keeping the y coordinate in the appropriate range.

check-expect statements for keep-in-world defined	0.5	1	Should also test what happens at the boundaries min and max to be sure that behavior is correct
images-overlap? defined correctly	1	1	
images-overlap? implemented correctly	1	2	The conditions used for the two checks of image/left and image/right basically check the same thing, since one uses < and the other uses >, with the roles of the images switched. They should both be >

The same is true for the code that tests the vertical positions. |
| check-expect statements for images-overlap? are created | 0.5 | 1 | There are check-expect statements, but the expected values provided are the opposite of what they should be. If the DOG image is at (50, 50) and the cat image is at (350, 350), these shouldn't overlap in any way. |
| to-draw handler installed correctly | 1 | 1 | |
| to-draw implemented correctly | 0 | 1 | The dog and cat are always placed at fixed locations within the scene, instead of getting the locations from the world state structure passed to the render function.

Also, a non-existent function named draw is called. |
| key-press handler installed | 1 | 1 | |

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key-press handler creates a new world state instance	0	1
key-press handler handles each key correctly	0	2
stop-when function set-up correctly	1	1
new image is drawn when termination condition is met	1	1
Total	20	27