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 ***):

- Fun throwback—I hadn't seen "Imaginary Friends" in ages **:)**
- No technical issues seen while running, but hardly any internal tweening seen. We'll see what the code does upon inspection…

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

1. You don't need those wrapper functions to your sprites—you can reference them directly for the `draw` property. Why did you think you needed them? (*4b*)
2. Custom tweening code seen and functional…though not in the robust way (i.e., if someone entered invalid properties, the code might break), and not exactly well-used by your sprites, which have binary properties (smile/no smile; open/closed). Not enough, unfortunately. (*3b, 4b*)
3. *** Custom easing functions not seen (nor used) **:(** Now *that's* a poot… (*3b, 4a*)
4. *** `fostersSpecs` is a global variable! (*4b*)

1a — **+**

2a (max **|**) — **/** …Binary properties don't demonstrate 2D transforms well.

3a (max **|**) — **|**

3b (max **|**) — **/** …Missing non-monotonic easing/tweening functions.

4a — **|** …Same issue.

4b — **/** …Unnecessary function wrappers; custom easing can be more robust; global variable.

4c — **|** …Aside from the keyframes, the only other added code consists of around 6 lines in *keyframe-tweener.js*, so really not a lot to go on.

4d — **/**

4e — Commit frequency is not great for this amount of work, and no significant work is seen from before the original due date (which was a condition of the extension). At least the messages are OK, but that's 1 out of 3 **:-/** (**/**)

4f — Submitted on time. (**+**)