

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.

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

- Nicely done—Bloo is especially accurate :) (+1a, +3a)
- No runtime issues or problems seen. (+4a)

Code review (refer to <http://lmucs.github.io/backing-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. *** What I *will* harp about though (at the time this was submitted) is the total absence of customizable properties—that was a major aspect of the assignment! (3a, 4a, 4d)
3. Sprites are also not drawn around the origin—you do transform some of them in *combo.html*, but the way they are natively drawn may make keyframe definitions a little harder. (2a, 4d)

1a — +

2a (max |) — / ...You only did these in *combo.html* and did not draw about the origin.

3a (max |) — / ...Ehrrm, *custom properties*.

4a — / ...Ditto.

4b — | ...The absence of customizable properties represents a missed opportunity for some good separation-of-concerns exposure.

4c — +

4d — / ...Directory name is off-spec—this breaks my *git* scripts. The name was specified for a reason. I've renamed the folder so that it works with my scripts. (This issue is sufficiently fundamental that even if you did great using course information with the rest of the assignment, I think it is worthwhile to give it this much weight.) —And as it turned out, there were other major departures from the instructions anyway, so this proficiency definitely still stands.

4e — / ...At this point, you know why, yes?

4f — + ...Submitted on time.