

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

**Assignment 0308 Feedback**

Outcomes that eventually cover both 2D and 3D continue to max out at | for now because this assignment remains in 2D.

Josh Kuroda

*jkealii / jkealii@gmail.com*

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

•

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

1.

1a —

2c (max |) —

2d —

3c —

4a —

4b —

4c —

4d —

4e — Hmmmmm...you're really not into the whole "commit in small work units," are you? **O\_o** Tighten it up—one day you'll be glad you did. Descriptive messages are there at least. This comes down harsher because at this rate, you are tracking 16 commits for *all* of your graphics work so far—some students have that many for a single assignment! (/)

4f — Submitted on time except for a [massive] comment deletion run around 12 hours after the last on-time commit for *primitives-plus*...I think I will dock for this one because, really, the comment clean-up should have occurred to you sooner. (|)