

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 ***):*

- Very...surreal. Dalí, Miro, and Bosch would be proud.

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

1. Why did you wrap `SpriteLibrary.sun`, `SpriteLibrary.bird`, and `SpriteLibrary.theMan` in another function?
Not needed. (4b)
2. Cute tweening parameter names, and sufficiently meaningful to not violate the “Clarity is better than cleverness” rule. (+3b, 4b)
3. But why is the indent size so yooj in that section? (4c)
4. Custom tweening functions also noted and used. Those `return` statements are long enough to need breaking up though. (+3b, 4c)

1a — +

2a (max |) — |

3a (max |) — |

3b (max |) — |

4a — +

4b — | ...Understanding the no-need-for-wrapper semantics is big enough for this.

4c — | ...Mostly nice but the spotted formatting issues are enough to need changing.

4d — +

4e — “This is a bit of a late start”...quite the understatement! Frequency is good but messages need more detail (e.g., “making progress”—in what? “almost done with this masterpiece”—what’s left?). (/)

4f — Submitted on time. (+)