

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.

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):

1a —

2a (max |) —

3a (max |) —

4a —

4b —

4c —

4d —

4e — / ...Your messages are good and descriptive, but you really need to work on that commit frequency and work timing—starting 2 days before the due date on something like this is just not a good habit.

4f — + ...Submitted on time.