Assignment 0129 Feedback

Outcomes that ultimately cover both 2D and 3D max out at **|** for now because we are dealing only in 2D. They will expand to their full potential with the 3D course work.

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1. Standardize to always having one space after commas and colons. (*4c*)

2. As mentioned in class, specifying the draw target via ID is more limiting than necessary. If you pass the drawing context instead, then you have total freedom outside in terms of how the canvas elements are determined. (*4b*)

3. Note that tweening colors will probably be easier with RGB notation. (*4a*)

4. Noted; nicely done! (*4d*)

5. Any particular reason for the parentheses? They are superfluous here. (*4c*)

6. Another spacing practice to standardize: space around binary operators. (*4c*)

7. You might need to implement non-tweening attributes. Not a problem, just pointing it out. (*4a*)

1a — **+**
2a (max **|**) — **|**
3a (max **|**) — **|**
4a — **+**
4b — **+** …I will chalk up note #2 to just plain learning curve.
4c — **|** …The little glitches were prevalent enough to be distracting.
4d — **+**
4e — **+**
4f — **+**

Updated feedback based on commits up to 2015-02-18:

Code reformatting is largely successful. Some glitches were noticed on the review that were not spotted before; I will let them go now but do keep them in mind in the future:

4c — **+**