

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 ***):*

- Some nice personality in those animals :) (+1a, +3a)
- No runtime issues or problems seen. (+4a)

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

1. *http://lmucs.github.io/backing-guidelines/all/#all-sp* (4c)
2. Assorted magic numbers and other values seen throughout but I won't harp on those too much because these are programmed sprites after all.
3. I can't really put my finger on any one code presentation decision, but the overall impression I get when looking at the code is "crowded." That dampens readability. Compare the spacing and indentation of your code to similar portions of the sample code and follow the sample code's choices more closely. (4c)

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — +

4c — / ...That "crowded" feeling, plus the presence of tabs, should be rectified sooner rather than later.

4d — +

4e — | ...Descriptive messages and good frequency, but considering that the assignment had been out for a few weeks, I think you should have started sooner than February 3.

4f — + ...Submitted on time.