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 ***):

- A fine Pacman homage! (*+1a*, *+3a*)
- No runtime issues or problems seen. (*+4a*)

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

1. *http://lmucs.github.io/hacking-guidelines/javascript/#js-func* (*4b*)

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. (*4c*)

1a — **+**

2a (max **|**) — **|**

3a (max **|**) — **|**

4a — **+**

4b — **+** …In the end code review note #1 is fairly minor in light of everything else.

4c — **|** …This reflects the general "crowded" impression that is left by the code.

4d — **/** …Directory name is off-spec—this breaks my *git* scripts. The name was specified for a reason. I've renamed the folder so that it works with my scripts. (This issue is sufficiently fundamental that even if you did great using course information with the rest of the assignment, I think it is worthwhile to give it this much weight.)

4e — **+** …Excellent frequency, messages, and timing.

4f — **+** …Submitted on time.