CMSI 371-01

COMPUTER GRAPHICS

Spring 2016

Assignment 0204 Feedback

Notes while running (high-priority notes are marked with ***):

Matt Flickner

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.

mwflickner / mflickne@lion.lmu.edu

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Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):
1a —
2a (max) —
3a (max) —
4a —
4 <i>b</i> —
4c
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.