

CMSI 371-01

COMPUTER GRAPHICS

Spring 2013

Assignment 0212 Feedback

For outcomes *2a* and *3a*, proficiencies top off at | because this assignment only cover 2D aspects of those outcomes. Build on these when we go to 3D in order to reach the +.

Carlos Agudo

1a — Nicely done! I think it is safe to say you have mastered pixels and geometric primitives. (+)

2a — You coordinated the 2D transforms in your animation very effectively. (|)

3a — Your 2D scene shows both creativity and technical ability quite well. (|)

4a — Your code is technically correct and functional, in terms of the code working the way you intended. The major issue is actually with your separation of concerns; this is addressed in *4b*. Outside of that, the code looks good. (+)

4b — Your separation of concerns shows two major misses: how you did the background code, and how you implemented internal animation. In both cases, your code is scene-specific but was placed in the `KeyframeTween` object, which is supposed to be a general-purpose library. The scene-specific background code and internal animation behavior should be passed as settings and not hardcoded in there.

You might recall, when you sent me an email essentially asking if you had done the right thing, my response in the third paragraph said:

...will your new animation code support any scene with a background and sprites that consist of multiple repeating frames?...If the answer is "yes, just change the data!" then you are doing fine. If the answer is "no, I'd have to change the animation code for different scenes," then you probably need to refactor your implementation.

Hope this explains why, the way you wrote it, yes, you do need to refactor your implementation. (/)

4c — Your code was largely very easy to read in terms of spacing and comments in appropriate places. (+)

4d — Your work shows excellent use of available resources and documentation to find required information. (+)

4e — Your commit frequency and messages are very well done for this assignment. (+)

4f — Submitted on time. (+)