CMSI 371-01
COMPUTER GRAPHICS
Spring 2016

Assignment 0225 Feedback

Outcomes that eventually cover both 2D and 3D continue to max out at **|** for now because this assignment remains in 2D.

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

- OK, nice bit of social commentary there. No technical issues, we can go right into the code…

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

1. Custom property tweening is nice and straightforward. +(*2a*, *3b*)

2. But sorry, can't help myself, that spacing…it's one thing to have a divergent style, but it's even more jarring when it's not consistent (compare lines 120 and 126) …won't even bother linking to the Hacking Guildeines website because I'm sure you know… (*4c*)

3. Custom easing functions noted, and seen in action. +(*3b*, *4a*)

1a — **+**
2a (max **|**) — **|**
3a (max **|**) — **|**
3b (max **|**) — **|**
4a — **+**
4b — **+**
4c — **|** …"I'm a scorpion, it's in my nature."
4d — **+**
4e — Good frequency and descriptive messages, plus excellent timetable. (**+**)
4f — Submitted on time, including original due date. (**+**)