

CMSI 371-01
COMPUTER GRAPHICS
Spring 2014

Assignment 0130 Feedback

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1a — You have successfully rendered 3 sprites with good potential for animation. (+)

4a — Your code is largely correct and functional; no major programming issues found. (+)

4b — As you know, we did a little more work to get your code to be reusable by other code (e.g., the keyframe tweening library), but you had things in the right direction so this wasn't too bad. Separation between data and drawing code was implemented decently, though it required a little more tweaking. See the inline notes on 8-bit style animation for tips on animating your sprites—tweening actually happened after the original 8-bit style, so your custom callback might need to do things other than tweening (e.g., pick a sprite “subframe” based on global frame count, etc.). (+)

4c — No major issues with code readability; everything was quite clean and readable. (+)

4d — Looks like you had no problems with figuring out canvas programming on your own. (+)

4e — Your messages are appropriate for the work done, but your commits appear a little sparse—really, just 4 commits for all that work? I think you could have done things with more granularity. (|)

4f — Submitted on time. (+)