

**CMSI 371-01**  
**COMPUTER GRAPHICS**  
Spring 2014

## Assignment 0218 Feedback

This assignment applies only to the 2D aspects of 2a and 3a, so those outcomes have a maximum proficiency of | until a future assignment expands those to include 3D.

Stephen S. Smith

*stephenscottsmith / crashprophet@gmail.com*

*1a* — You do demonstrate your ability to represent visual information with pixels and geometric primitives here...with extreme emphasis on pixels :) (+)

*2a* — No problems with 2D transforms—keep it up in the next dimension and you’ll be fine. (|)

*3a* — 2D animation handled, with a specific exception allowed in order to explore that particular genre of 8-bit 1980s-style graphics. But, you still should have implemented those easing functions—those remain applicable to this assignment despite the genre change. (/)

*4a* — You implemented 2/3 of the requested functionality, and implemented those correctly. This would be a / had you not also done some extra work with those old-school sprites. (|)

*4b* — You separated concerns decently here given the different approach that you’re taking. As noted, that’s the only reason we’re not docking you for *copying* your files instead of modifying them in place. Copied files aside, internally your structure is mostly OK except for how you handle those images. Even without my “browser compatibility” fix, that image code starts to look pretty repetitive—this should bother you. Now, as you can see from my tweak of your background code, you can even set things up so that the images shown are determined by the page that loaded your JavaScript, and not hardcoded in the JavaScript itself. (|)

*4c* — Code is decently readable; no problems there. But you did leave some commented-out blocks lying around, which really you don’t need to do thanks to version control. (|)

*4d* — The quality of your work speaks well of your ability to use available resources and documentation... including that resource called the “instructor.” >:) (+)

*4e* — Commit frequency is seriously too few for the amount of work done—and I mean that in a good way: the number of commits doesn’t do justice to how much you did. Break your big work into smaller work units and commit at those points. But the messages are sufficiently descriptive, at least. (|)

*4f* — Browser-dependent version finished on time. (+)