

# CMSI 371-01

## COMPUTER GRAPHICS

Spring 2016

### Assignment 0204 Feedback

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.

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

- Fun! Definitely a cohesive suite of sprites :) (+1a, +3a)
- No runtime issues or problems seen. (+4a)

*Code review (refer to <http://lmucs.github.io/backing-guidelines/> for code-review abbreviations):*

1. Overall nice and clean—in particular you do a good, thorough job with naming your various constants so that their meaning and intent are explicit—that is good to see! (+4b, +4c)
2. \*\*\* One wrinkle is that your sprites all have x and y properties—not really necessary, as stated in the instructions (and as you probably see now with the keyframe tweener). Though this does not do any functional harm, you *were* already told *not* to do it, so this diverges from the spec. (4d)

1a — +

2a (max |) — |

3a (max |) — |

4a — +

4b — +

4c — +

4d — | ...Usually doing more than you are asked is a good thing, but this time you did something you were told *not* to do, so... :-\

4e — | ...Excellent frequency and descriptive messages, but your timing can be better—with this assignment out for weeks, it would be better if you started earlier than February 2! :)

4f — + ...Submitted on time.