# 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 \*\*\*):*

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*Code review (refer to http://lmucs.github.io/hacking-guidelines/ for code-review abbreviations):*
1.

*1a* —
*2a* (max **|**) —
*3a* (max **|**) —
*3b* (max **|**) —
*4a* —
*4b* —
*4c* —
*4d* —
*4e* — Excellent frequency, and you worked nice and steadily from after the sprite assignment. Lots of "WIP" messages though—surely you can supply better specifics. (**|**)
*4f* — Submitted 11 seconds late. (**/**) (Hah just kidding—OK, fine, I won't let 11 seconds spoil the **+**)