

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

**Assignment 0130 Feedback**

William R. Husted

*willyhusted*

- 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* — Right off the bat your code was immediately reusable by other code (e.g., the keyframe tweening library)—good job! Separation between data and drawing code was implemented correctly, although for now just limited to  $(x, y)$  positioning (but understandably so). (+)
- 4c* — No major issues with code readability; everything was quite clean and readable. There is one note about how function literals should be spaced, so take a look at that. (+)
- 4d* — Looks like you had no problems with figuring out canvas programming on your own. (+)
- 4e* — Your commits and messages are appropriate for the work done. (+)
- 4f* — Submitted on time. (+)