CMSC 117: Introduction to Computing: Interactive Systems
Design Blocks Critique
Due September 18, 2012

Find a sketch from the last http://designblocks.net assignment that interests you. Answer the following questions about the sketch:

1. What is the name of the sketch?

2. Who is the author of the sketch?

3. Does the author credit any other work as an inspiration or base for this sketch?

4. What aspects of the sketches could you replicate without a computer (e.g. as a painting)?

5. What aspects of the sketch rely on the computer as the medium (i.e. they would be hard to reproduce without a computer)?

6. What drawing primitives does the author rely upon heavily in the sketch (e.g. rectangles, circles, mouse interaction, animation)?

7. How is the code of the sketch decomposed and organized?

8. How would you modify or improve upon the sketch?

9. Is this sketch limited by designblocks.net? How could this be improved?

Learning Objectives
- Read sketches
- Think critically about code

Deliverable
Submit your assignment via moodle as a PDF. In addition, earn one extra credit point by positing your reflection to the forum from the first assignment. Be sure to reply directly under the sketch you are critiquing.