Assignment 0209
This assignment gives you an opportunity to dig into our homebrew keyframe/tweening library, and to expose you to a little animation programming.

Outcomes
This assignment will affect your proficiency measures for outcomes 1c, 2a, and 4a–4f.

Not for Submission
By February 2
Read Robert Penner’s book chapter on motion, tweening, and easing.

For Submission
Enhance our keyframe-tweener.js animation module in the following ways:

• Add a background setting to KeyframeTweener. background should be a function that accepts a rendering context which, during animation, is called in order to provide a custom background for the scene.

• Change the draw property of the sprite objects so that, instead of a single function, it is an array of functions. This allows sprites to have “internal” animation — that is, a different draw function is called depending on the current frame.

• Add to KeyframeTweener’s library of easing functions by implementing two new ones. You may adapt one from Robert Penner’s library (http://www.robertpenner.com/easing) or make one up on your own.

Demonstrate your enhancements by modifying the demonstration program (keyframe-tweening-demo.js) so that it illustrates the new features that you have added. You don’t have to get visually fancy — just show that your enhancements work as advertised.

Commit and push your work to your git repository under homework/animation-sprite-2.0.