Assignment 0212
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 1a, 2a, 3a, and 4a–4f.

Not for Submission
By February 5
Read Robert Penner’s book chapter on motion, tweening, and easing.

For Submission
Modify the animation-sprite sample so that it features a better animated scene than the one that is already there—better sprites, better animation sequences, etc. Ideally, your scene works as a very brief animated short, with a quick and engaging little story and characters.

As technical support for your new and improved animated scene, enhance the keyframe-tweener.js animation module in the following ways. Of course, you should demonstrate these enhancements by using them in your own animated short (a.k.a. “eating your own dog food”):

• 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.

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