Assignment 0225
This assignment is the big 2D scene, implemented from scratch with our homebrew keyframe/tweening library. Let your imagination run wild :)

Outcomes
This assignment will affect your proficiency measures for outcomes 1a, 2a (max 1), 3a (max 1), 3b (max 1), and 4a–4f. This assignment continues to apply only to the 2D aspects of 2a, 3a, and 3b, so those outcomes will have a maximum proficiency of 1 until a future assignment expands those to include 3D.

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

For Submission
Modify the animation-sprite sample so that it features a 2D animated scene that is written and directed by you. Ideally, your scene works as a very brief animated short, with a quick and engaging little story and characters. Reuse the model-based drawing functions from the previous assignment—make sure to use them in place, without copying them.

To support 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”):

• Extend KeyframeTweener so that it can handle arbitrary tweenable property values in the keyframe objects that it processes. This feature is intended precisely to support the ability to animate your parameterized sprites in addition to just whole-sprite translation, rotation, and scaling. Design the data structure and write the needed code to process (tween) these properties then relay them into your sprite’s object parameter.

• Invent at least two (2) non-monotonic tweening functions, add them to KeyframeTweener, and use them in your animated scene. Robert Penner’s library of easing functions should provide some inspiration. The more visually distinct, the better.

Commit and push your work to your GitHub repository under toon.