

Critters-2

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This critter GUI has 3 windows:

Critter World

Hold the grid where the critters reside in. The length and width of the world can be changed in the Params file. The grid stays static until a worldTimeStep - the window then shows the animation of the different shaped/colored critters.

Run Stats

Shows the stats of all of the critters that are populating the critter world.

Critter Setup

Quit - allows you to exit the program

Critter: - allows you to type the critter's name that you're trying to add

Critter # - allows you to specify the number of the specified critter you'll want to add

Add - adds the specified critters into a queue which will be added in the next time step

Critters to add next step will appear here - displays what critters are in the queue

Time step # - Indicate how many time steps you want to perform

Update World - runs the specified amount of time steps on the actual grid

Speed - slider to indicate how fast you want the simulation to run

Simulate - executes an infinite loop of time steps based on the given speed

Stop - halts the infinite loop of time steps