

Team Plan

Ram Muthukumar, rm48763

Ashvin Roharia, ar34426

The entirety of this lab was done through pair programming:

Ashwin was the pilot in the beginning, where we added the necessary stages, scenes, and javafx components to the layout of the UI.

Ram took over as pilot to rearrange the components in the UI to look as it does.

We took turns programming the painter class to paint the critter world.

Ashvin was pilot for integrating the controller functions with the Critter functions, such as display world and worldTimeStep.

Ram was pilot for implementing the simulate capability using the javafx timeline.

Ashvin implemented the look function and added the AlgaePhobicCritter with that function implemented.

Ram implemented the look function for Critter3 and Critter4

Git: <https://github.com/ramsesh2/Critters-2.git>