

In an attempt to divide the work evenly between the two of us, we mostly divided the project between user-input/output and back-end functions and had Keiran primarily working on back-end functions while Christian worked on user-input/output functions. While working on functions that were part of multiple stages, we decided to just complete the whole function at the same time in order to eliminate confusion between the parts. Keiran did run `makeCritic`, `getInstance`, and `worldTimeStep` while Christian did `reproduce`, `displayWorld`, and the main controller. Christian also wrote critter classes 2 and 3 while Keiran wrote critter classes 1 and 4.

While most of the initial code development was done independently, the majority of the debugging happened when we met together. We met together for approximately 10 hours over the course of the assignment with the final meet up being when we worked on the PDF deliverables, running the `gradingScript`, and running the Junit test cases.