

## Team Plan

Keiran – worked on the display component of the project. Keiran also figured out the way to load all the concrete subclasses of Critter. Completed the Animation portion of the project and wrote the look method for the Critters. Also created a way to identify each critter based on symbol and color. Designed program output GUI

Christian – worked on the controller component of the project. Implemented makeCriticter, runStats, and doWorldTimeStep using JavaFX graphical user interface rather than original text input. Implemented quit function. Designed user input GUI.

Both – debugged and brainstormed together