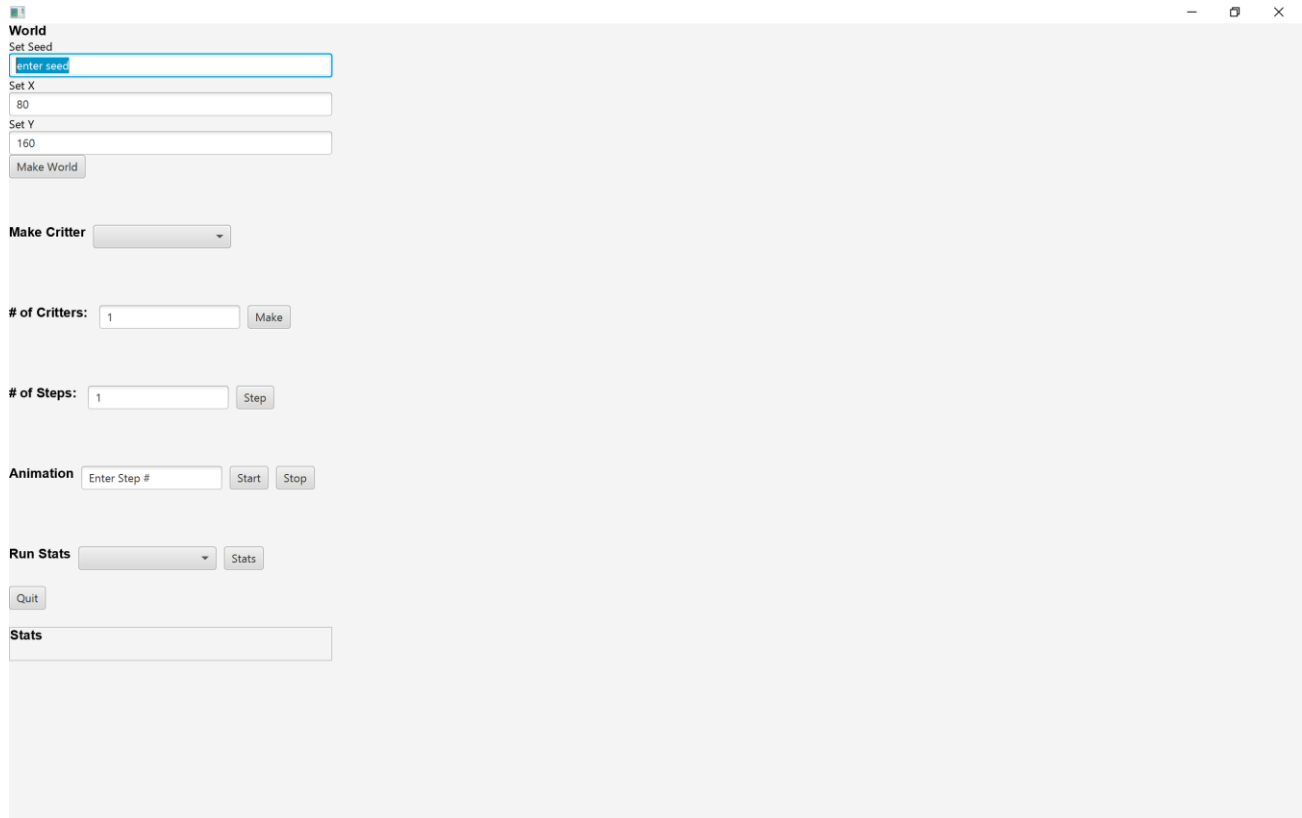


## READ\_ME

This is what the initial window looks like when the application is started. Prior to generating the world, the end user has the opportunity to set the seed , x, and y parameters of the world. The x and y parameters are loaded by default from the provided Params file but we found that allowing user input was both useful for debugging and would make sense for the application so we left it in the final product.



The screenshot shows a window titled "World" with a standard macOS-style title bar (minimize, maximize, close buttons). The interface is organized into several sections:

- World Setup:** Includes a "Set Seed" label with a text input field containing "Enter seed", a "Set X" label with a text input field containing "80", and a "Set Y" label with a text input field containing "160". Below these is a "Make World" button.
- Make Critter:** A dropdown menu.
- # of Critters:** A label followed by a text input field containing "1" and a "Make" button.
- # of Steps:** A label followed by a text input field containing "1" and a "Step" button.
- Animation:** A label followed by a text input field containing "Enter Step #", a "Start" button, and a "Stop" button.
- Run Stats:** A dropdown menu and a "Stats" button.
- Quit:** A button.
- Stats:** A large empty text area at the bottom left.

Following the generation of the world, the screen looks similar to the one below. From here, the user can decide what Critter to make by selecting it from the drop down menu and changing the desired number of critters to be created before pressing make. The only issue that comes with displaying the critters is that when there is a large world size, there will be some grid separations larger than others due to the fact that the grid could not evenly divide the pixels into a grid. The user is able to select the number of steps that happens before the screen updates itself. This is true for both manual progression and the automation feature. Finally , runStats allows for the user to view the stats of the selected Critters. By default, no critter is selected so no text will be outputted to the text box in the bottom left corner of the screen. Once the user selects a Critter, those stats will be presented to the user. There is

also the option to select no Critter once again if the user no longer wants updated stats.

World

Set Seed

enter seed

Set X

10

Set Y

10

Make World

Make Critter

Critter1

# of Critters:

1

Make

# of Steps:

1

Step

Animation

Enter Step #

Start

Stop

Run Stats

AlgaephobicCrittter

Stats

Quit

Stats