EE422C Project 5 (Critters) Team Plan

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Brent wrote the display world function and scaling features. He created the grid and worked to incorporate the buttons, sliders and the combobox menu. Brent also created the run stats box Dhruv wrote the look method and defined the handlers for the buttons make, step and animate. Brent created the custom shapes and Dhruv modified the custom classes to meet specifications. After working individually by pushing to github(https://github.com/atchisonbrent/EE422C-Project5.git) and exchanging messages on canvas we sat together to begin debugging. Brent worked on problems relating to scaling the window and refreshing the canvas update while Dhruv modified look and animate using Animation Timer. We both sat down to learn how to access the directory to get all possible classes into make critter. We also revised the move and fight function to incorporate feedback from Piazza while incorporating the guidelines for look in WorldTimeStep and look. Both team partners pushed frequently to github and spent around 8 hours working apart individually and about 15 hours together.