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Brian worked mainly on worldView , reproduce, clearworld seed command and two custom critter classes. We spent approximately xxx hours together in the same room. We also used screen sharing for discussions. The final testing was done together.etc. Kyle worked mainly on the controller, move methods, fight logic, stats, worldTimeStep method and two custom critter classes. We were responsible for testing each other's methods, particularly worldView and the methods involved in fight logic. About four hours were spent in the same room.

Git Repository: https://github.com/KylePolansky/EE422C_Lab4.git