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Brian was responsible for implementing the majority of the controller, except for the code regarding the actions for the "make", "stats" and "animate" buttons, and modifying the Critter classes. Kyle was responsible for implementing the Critter world display, the look function, and the code for the three buttons above. The program was tested by both people.
Git URL: https://github.com/KylePolansky/EE422C_Lab5.git