

- My Overall layout is a `BorderPane`, whose left part is a `GridPane` used as control center, center part is also a `GridPane` used as critter world map, and the right part is a `StackPane` used to display the result of `runStats()`;
- I write a method `setControlPanel()` to set up the `Gridpane` in the left. It adds UI control nodes to the `GridPane`.
- For the center `GridPane`, I divide it as per `Params.world_width` and `Params.world_height`, and set a `StackPane` at each cell of the `GridPane`. Then I iterate through the critter list and add each critter's `Shape` to the `StackPane` in that position.
- I changed the signature of `displayWorld`. Specifically, I change the parameter to `GridPane`.