* My Overall layout is a BorderPane, whose left part is a GridPane used as control center, center part is also a GridePane 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.