

We created a GUI for our Critters project that includes ability to make critter, set seed, change animation speed, doTimeStep, clear board, and get stats. Our code is split up into a few stages so that we have controllers encompassing all functionality.

We had a particularly difficult time retrieving the instances of the critters so run stats was tough and has issues. Also, for animation we have a few bugs such as when stop is pressed before animation begins, and when start is pressed multiple times, creating new threads.