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README

Our JavaFX code can be split into two main components: the graphics display and the controller component.

The Visual component of this program was entirely overhauled for this project. The World now displays a variety of colors and shapes for each individual critter and has a slider to scale the world for the viewers pleasure. The graphics and skin of the program was also entirely done from scratch. The CSS for the controller is made with the idea of flat design in mind, focusing on great UI, UX and visual pleasure. The world will also implement animation.

The controller performs the same functionality as the old console input of the original Critters. However, in this incarnation, almost all text input is replaced with extra windows, drop down menus and buttons. The controller is definitely a highlight of this program, among other features, and makes using the Critter program much more fun and easy. All the controller code is located in Main and is separated between the 'start' method and the ThirdStage class. The 'start' method handles the 'primaryStage,' which is all the main controls of Critter. Text inputs are used for number selection (number of critters to make, number of time steps, and seed input) whereas everything else is handled by means of simply clicking. You will also notice immediately how our three windows pop up to precisely fill the screen of your computer (which is by design) and gives you a flexible look for the view, the main controller and the statistics display. Very unique, the statistics display (handled by the ThirdStage class within Main and called by 'start') has its own window to give the user flexibility and to not overwhelm the controller window. You will also notice how each statistic is individually separated by a tilted pane and updated every time the user performs an action.

The features of our program are highlighted in the above sections and, honestly, even with the difficulty of implementing some features we were able to implement everything to a functional degree. The only design flaw would be the lack of a speed control for our animation.