

# Team Plan

We both divided the work equally. Aditya Kharosekar focused on the Controller, worldTimeStep, and reproduction. Rahul Jain focused on the View, handling encounters, and other functions of the Critter class. It was a mix of programming together and individually. We ensured that we updated our Git repository regularly. Aditya did the Team Plan, and Rahul did the README.

Git url - <https://github.com/RahulJain28/Project4>