

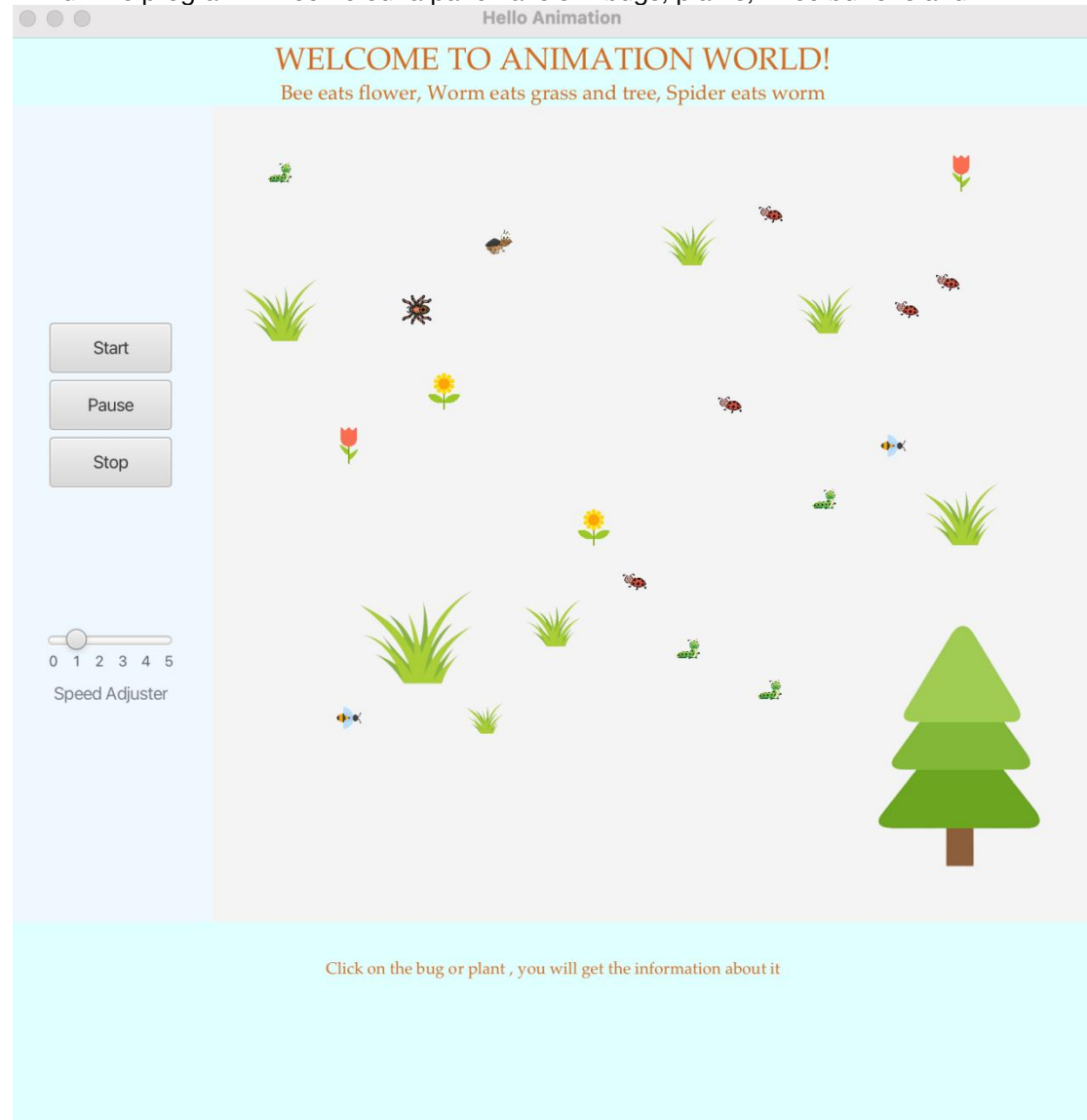
BugWorldAnimation

Button Start, Pause, Stop will control the timeline .

Slider will adjust the speed of the bugs , when the slider released, will update the new speed for bugs.

Click on the bug or plant, will get the information about it.

1. run the program will come out a pane have still bugs, plants, three buttons and



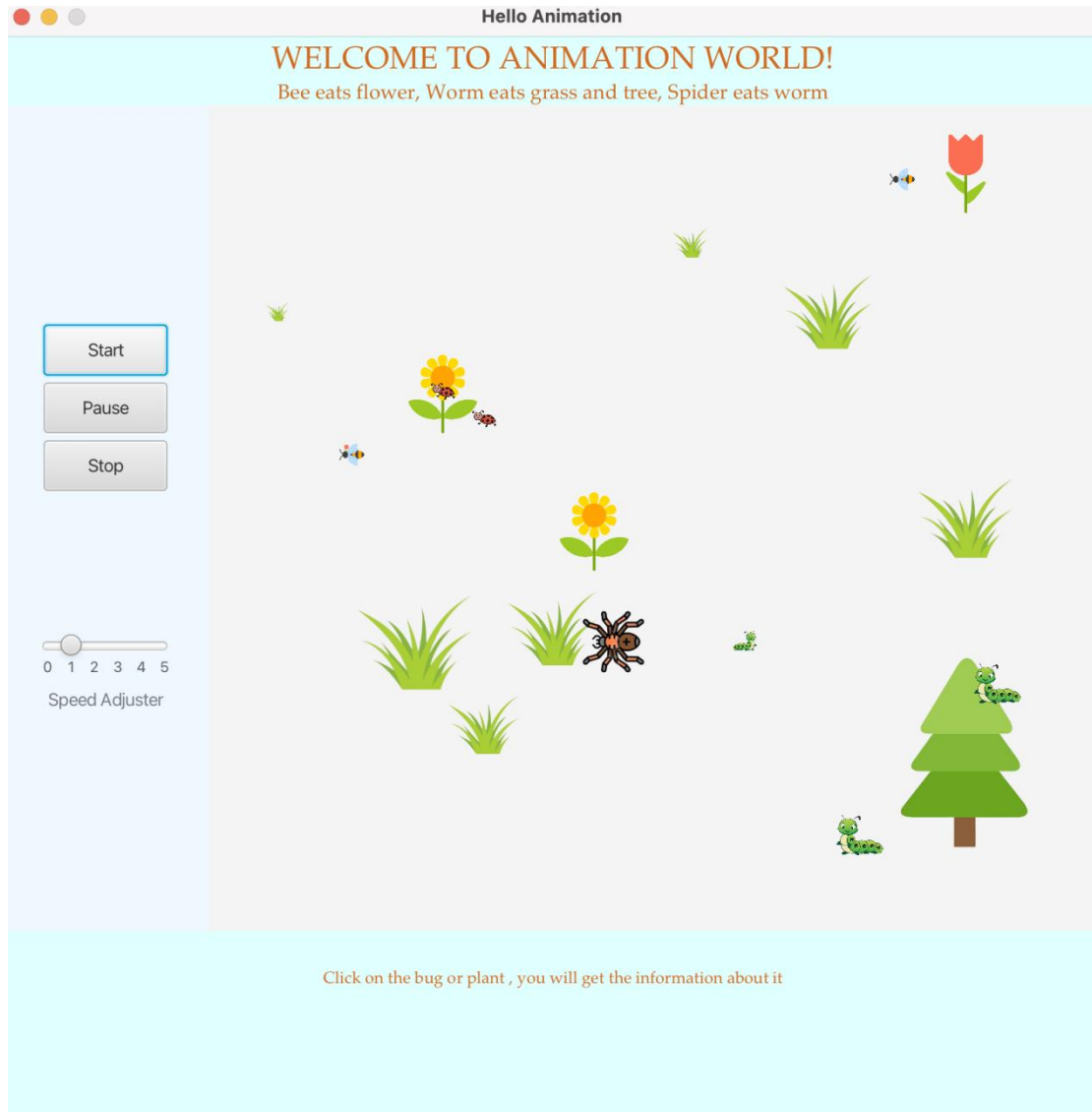
2. When click on start button, Bugs will move randomly inside boundary, plant will grow until reach a max size(tree have a different max size)

When a bug move to the position very near its food(plant or worm), will eat the food.

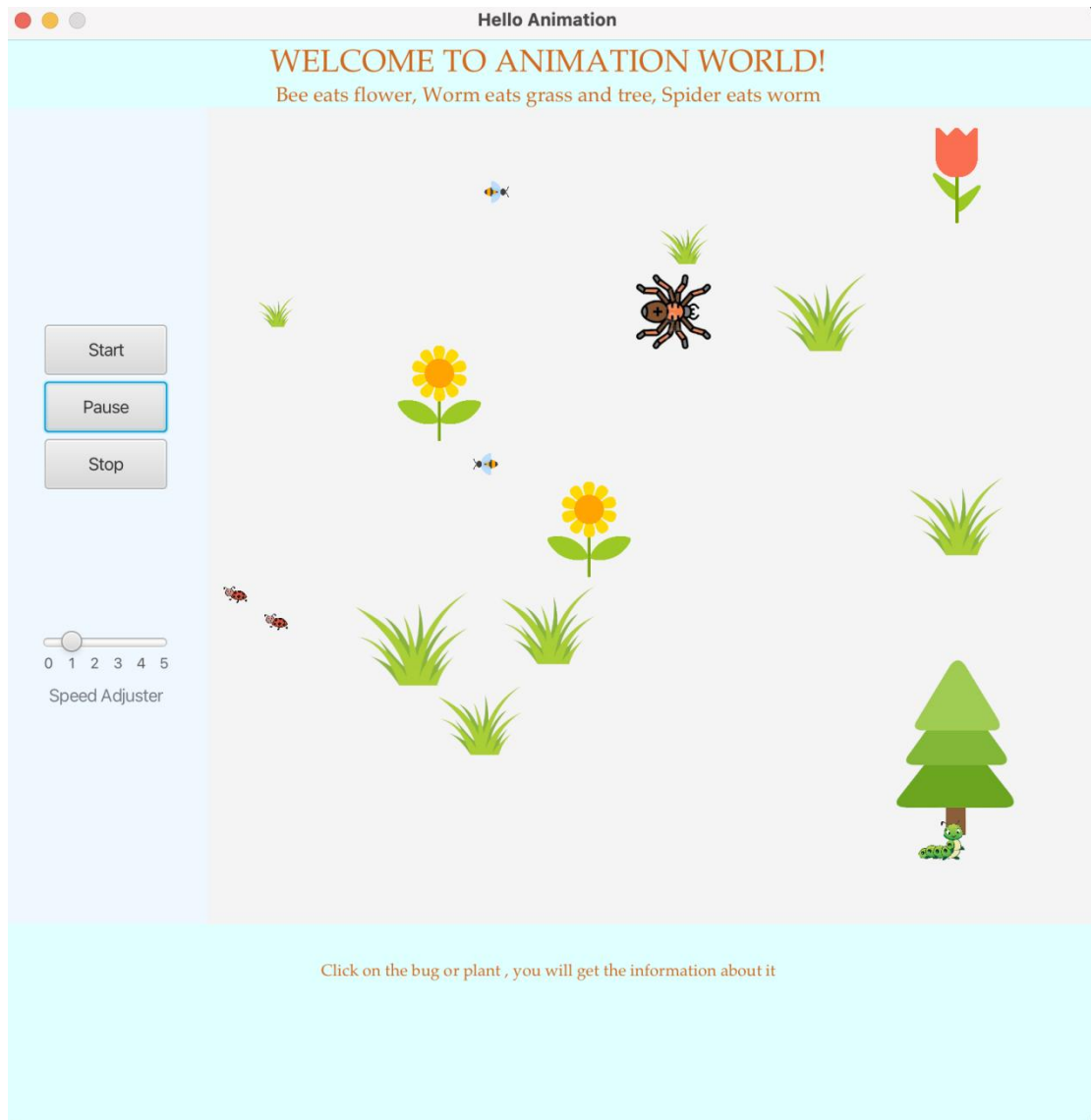
And when a worm be eaten, will be removed from the children of the borderpane.

When a plant be eaten, will shrink, when reach a small size, it will be removed from the children of the borderpane.

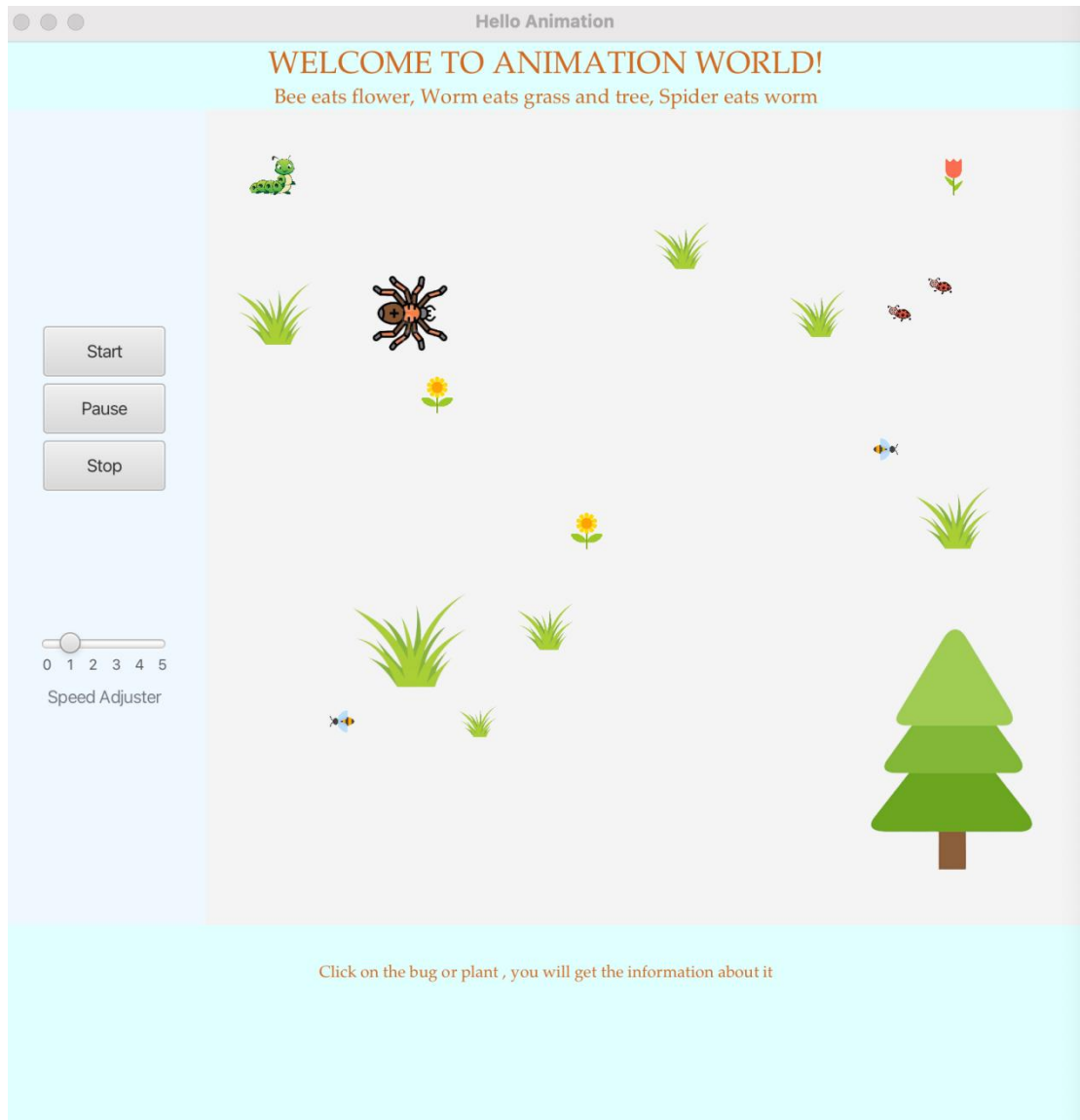
when a bug have eaten food, it will grow to a bigger size until a max size.



- when click on the pause button, will pause the move of the bugs and the grow of the plants.

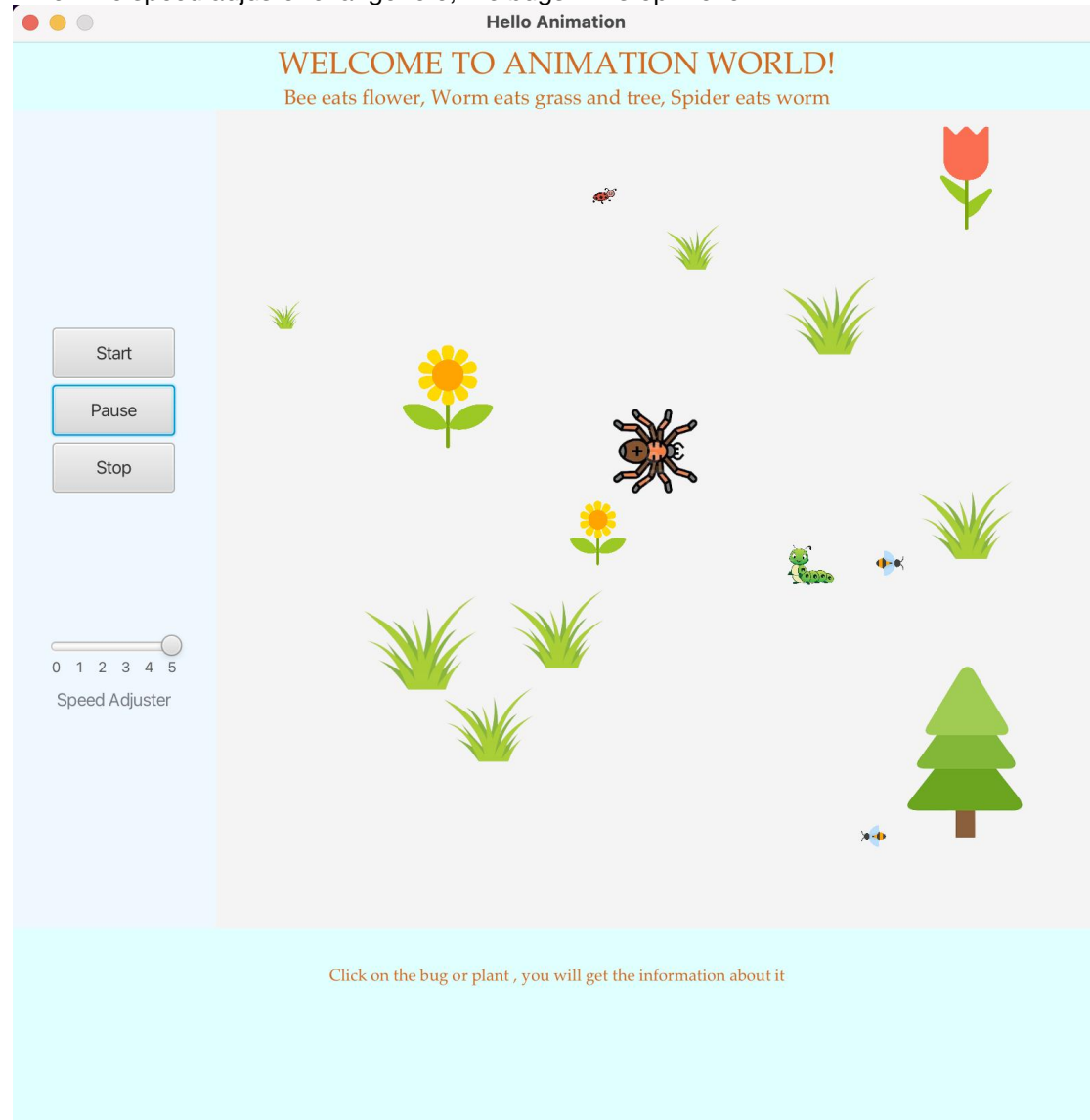


4. when click the stop button, the position of bugs and plants will come back to the original. But the size will not come back, and some plants and bugs disappeared because of be eaten.(it's still a problem haven't solved)



5. when the speed adjuster change to 5, the speed of the bugs will change to 5 times of original speed.

When the speed adjuster change to 0, the bugs will stop move.



6. When click on the plant or bug, will print the plant information on the bottom vbox.

