

Team Plan

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Ashvin handled the makeCriticter function and the display world function. Ram handled all the movement functions and the reproduce, as well as the getInstances method. We used pair programming on Ashvin's computer to complete the world time step and the remaining smaller functions within Critters, taking turns being the driver. We used pair programming as well for the command processing and the while loop within Main.

We each produced two custom critter classes. Ashvin made Critter1 and Critter2, and Ram made Critter3 and Critter4.