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A6 Design Doc

#### Design:

We are going to implement the observer pattern to make sure the model does not have any dependency on the view. This means that whenever the simulation updates, the view must be informed of those changes. We will be using SceneBuilder to implement much of the visual components of our GUI. To render the hexes, we will draw them on a canvas keeping track of what hexes are in view when zooms/scrolls executed.

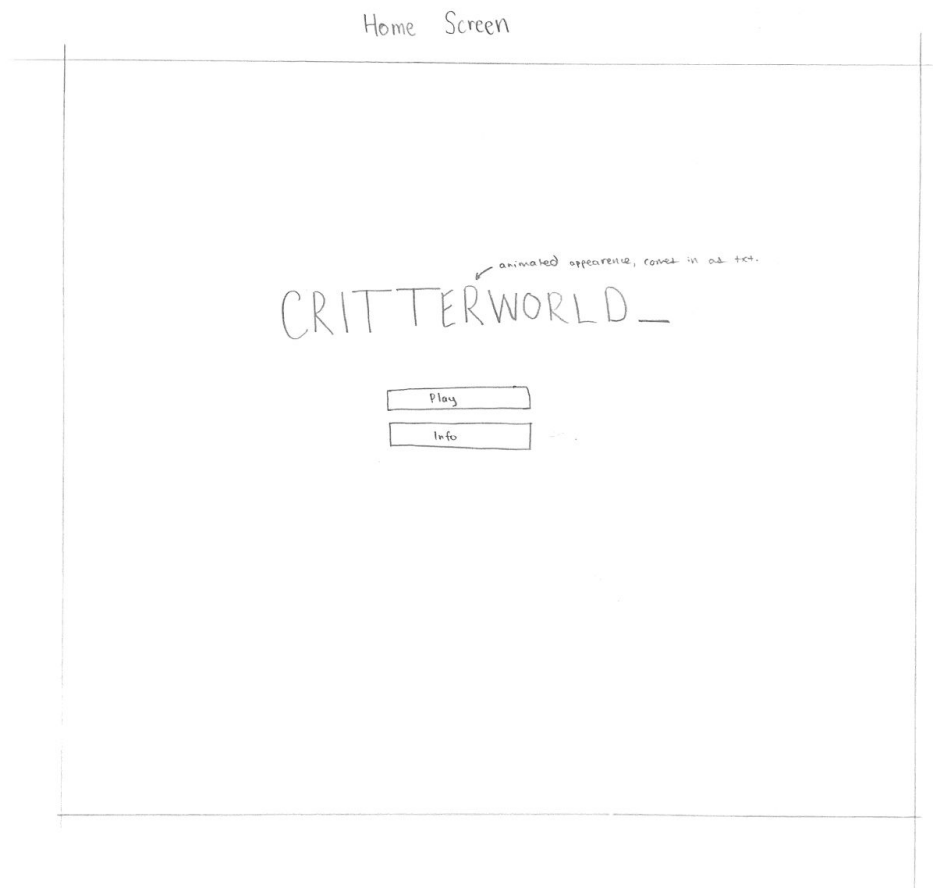
#### Division of labor:

There are three main tasks for this assignment, and those tasks will be divided among the three of us:

1. Display world and respond to user input - Andrey
2. Connect simulation engine to GUI - Ben
3. Allow for loading of world and critter loading w/ proper error handling - Cameron

Additionally functionality such as music, loading screens, and additional user customizations will be worked on together once all other tasks have been completed.

#### GUI:





Add Critter

Choose File

Random Critter:

or have 1 screen that  
once click, continue to  
another screen that allows  
file selection.

different shades for diff. species