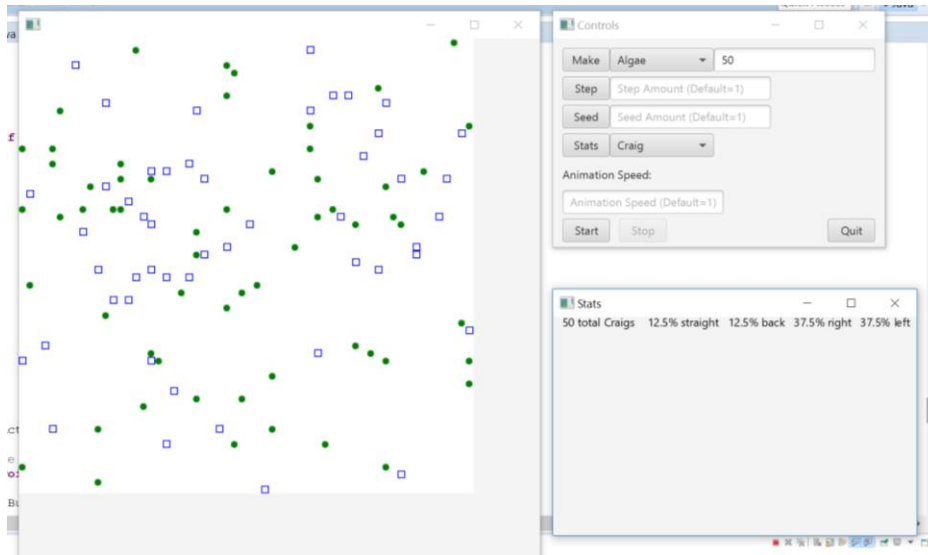


README

Graphics:



- Gave Controller and Stats their own windows to the right of the grid of Critters
- Placed buttons in order of command priority and kept consistent, left-margin oriented setup
- Accounted for initial window placement upon running the program

Features:

- Separate organized windows for controller and stats
- Stats of the selected critter are updated live with the animation and the Critter stats being viewed can be changed during execution
- Background text in the text fields stating default values of the respective buttons

Problems:

- Had problems with polygons (stars, diamonds, triangles): they took up more space than expected and cause grid size to fluctuate
- Grid sizes large that were rectangular, kept getting math of the height and width dimensions backwards