

Team Plan

Danny Vo:

- Programmed the behavior of the created sub-critters
- Programmed the encounter resolution (fight, etc.)
- Programmed the doTimeStep() for each Critter
- Programmed the display of the Critters onto the screen
- Programmed the CritterWorld collection (crib & live critters)

Zain Modi:

- Programmed worldTimeStep()
- Programmed the user I/O
- Programmed the statistics part

Overall Danny did most of the underlying “backend” of the software (i.e. the simulation and its mechanics) while Zain did the majority of the frontend and the user I/O. Both debugged the program together and discussed ideas about each another’s designs and how to integrate them with one another. In addition, Zain and Danny each came up with two unique sub Critter parts.