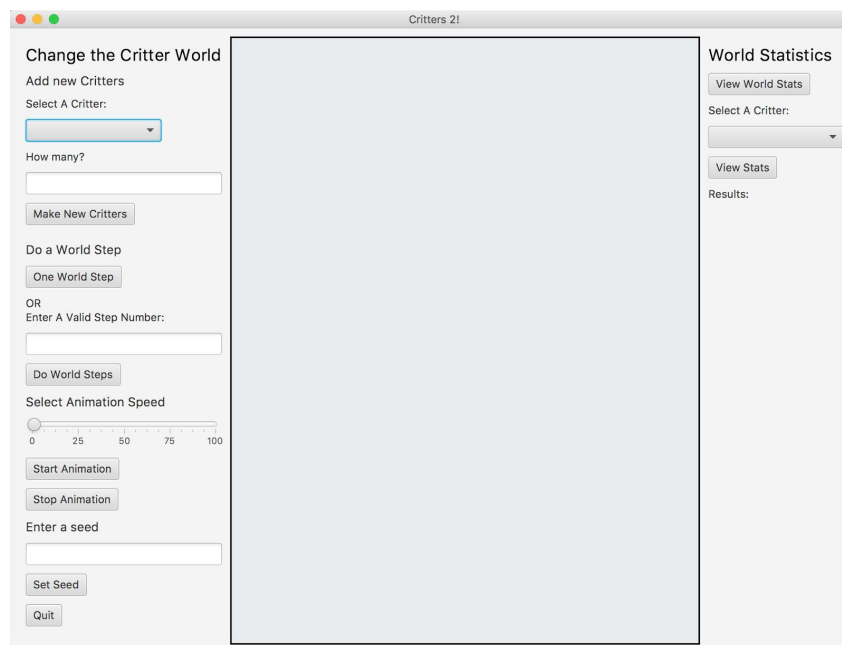


Assignment 5

Our game and GUI uses a borderpane layout with the controller in the VBox in the left pane and the stats in the VBox in the right pane and the game board in the center pane. The VBoxes do not contain any smaller modules, instead we chose to directly list all components because it made for a more visually pleasing layout. We added a border to the grid to make it more obvious where the world boundaries are placed.

One problem we could not fix is the grid's tendency to resize itself. For whatever reason, every time a new critter is added, the grid adjusts to display them in a more compact layout. This gives the illusion of critters moving without a world step occurring, but we checked manually and confirmed that nothing is actually changing coordinates. With grid lines visible, this is very obvious. We tried about 20 different things to fix this, but nothing helped. Moez told us that it was fine, but that it may be helpful to add grid lines to demonstrate it. We cannot get them to show up, again we've tried everything but something about our grid is just funky.



An issue we had was creating the animation feature. The only way we thought of doing animation was to use a while loop, however, because this is single-threaded, the user isn't able to access the GUI and access the Stop Animation button.