

Team Plan

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Git URL: <https://github.com/grantguglielmo/Critters-GUI>

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Grant initially worked on making the Critter world screen and having the displayworld function draw onto the stage. Together we finished implementing the critter world screen and having all the critters in the population being drawn onto the screen. Grant worked on creating the buttons and boxes for 'make' 'step' and 'clear', Mohit worked on creating the buttons and boxes for 'stats' 'clear' and 'seed'. Mohit started on making the console output to a textArea then we finished it together, for the runstats implementation. Together we worked on implementing the animation functionality. Grant worked on the timeline and animation coding, Mohit worked on the choice boxes and buttons for the animation, and disabling buttons when animation is running. Mohit worked on making sure all the buttons worked with each other so that the critter world and stats screen are always updating and in sync. Grant worked on the scaling of the critter world based on the Params. Testing of the GUI was done by both of us.

We spent about 5 hours working together on the same computer with one of us acting as a 'navigator' and the other the 'driver'. We spent about 3 hours each working separately with correspondence through Skype voice chat and text messaging.