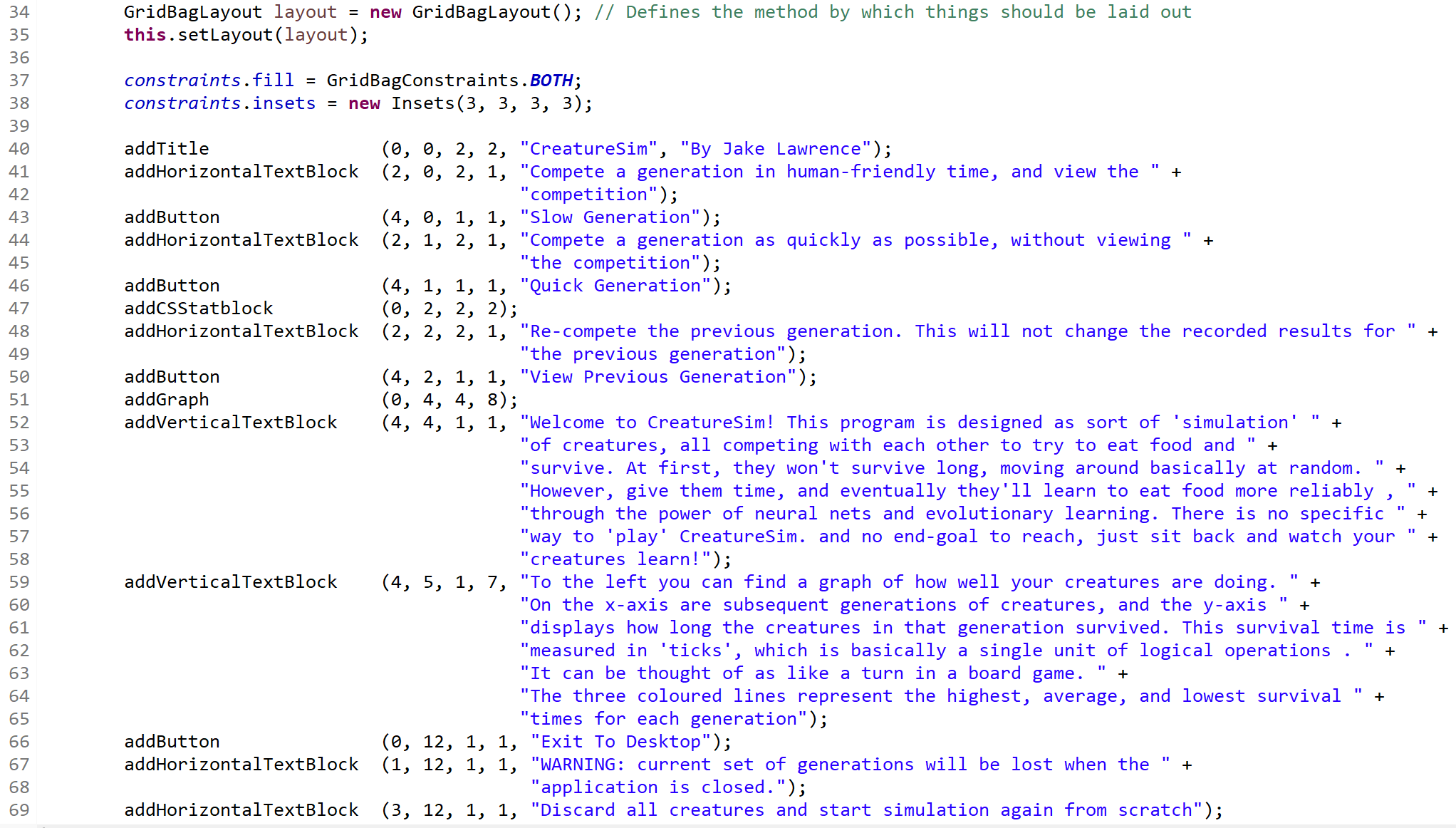
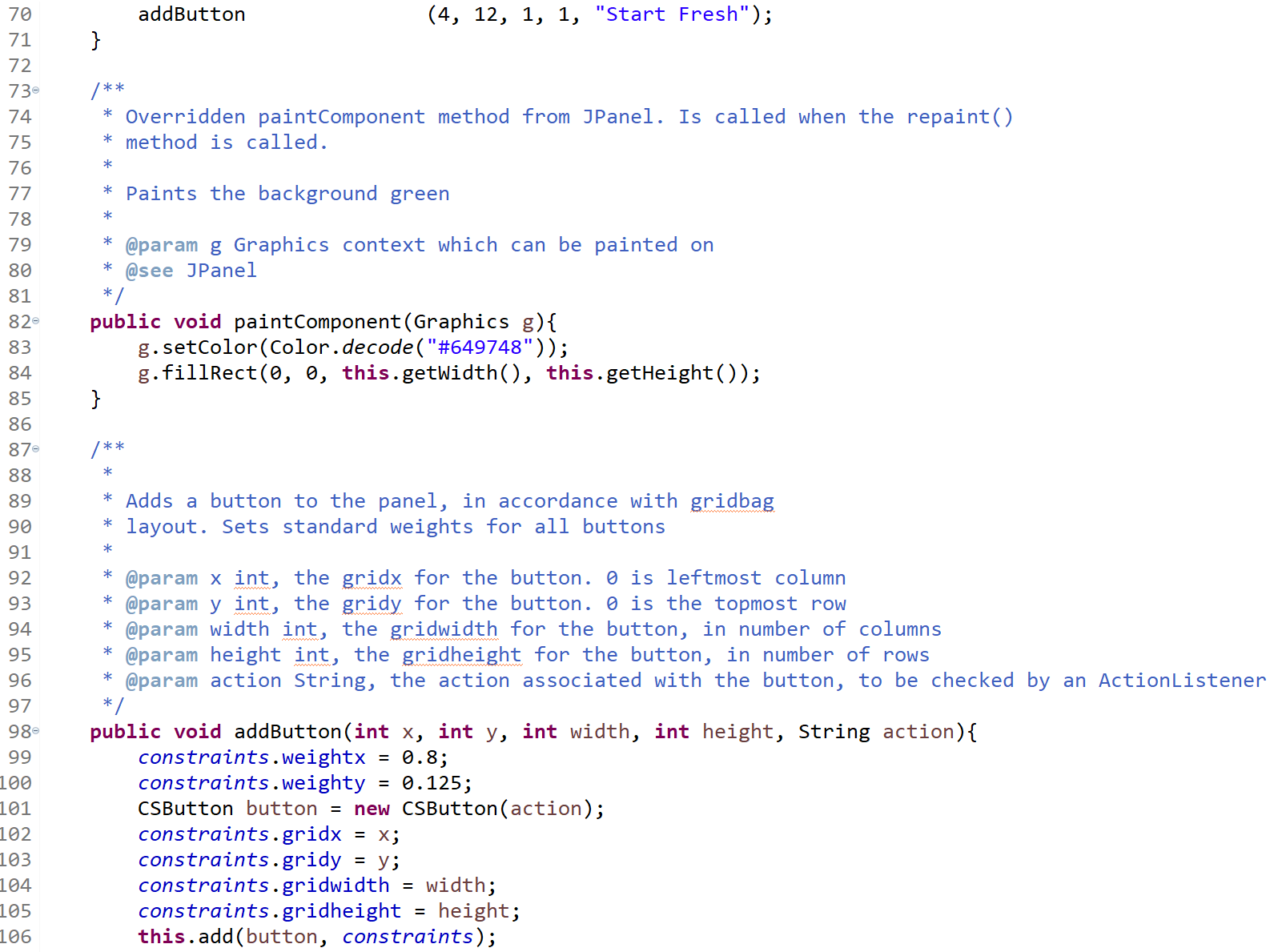
Implementation

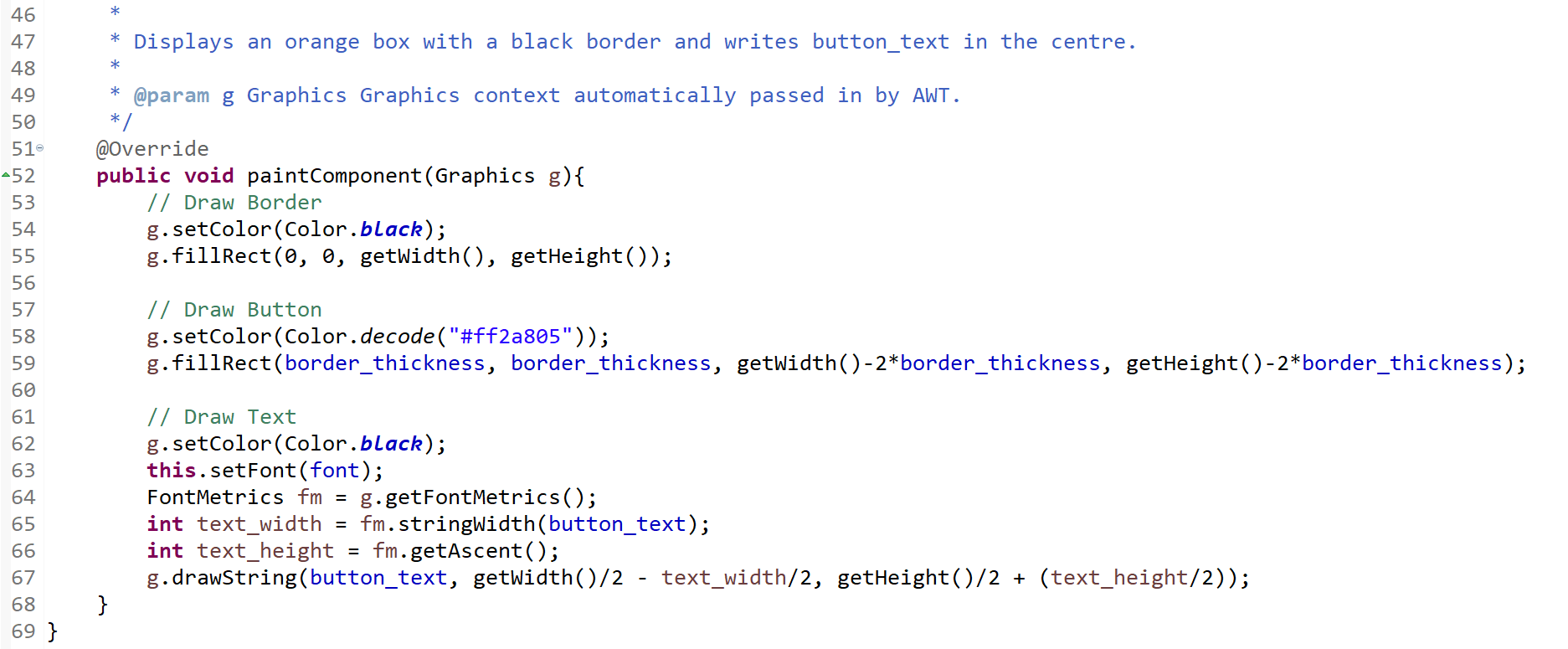
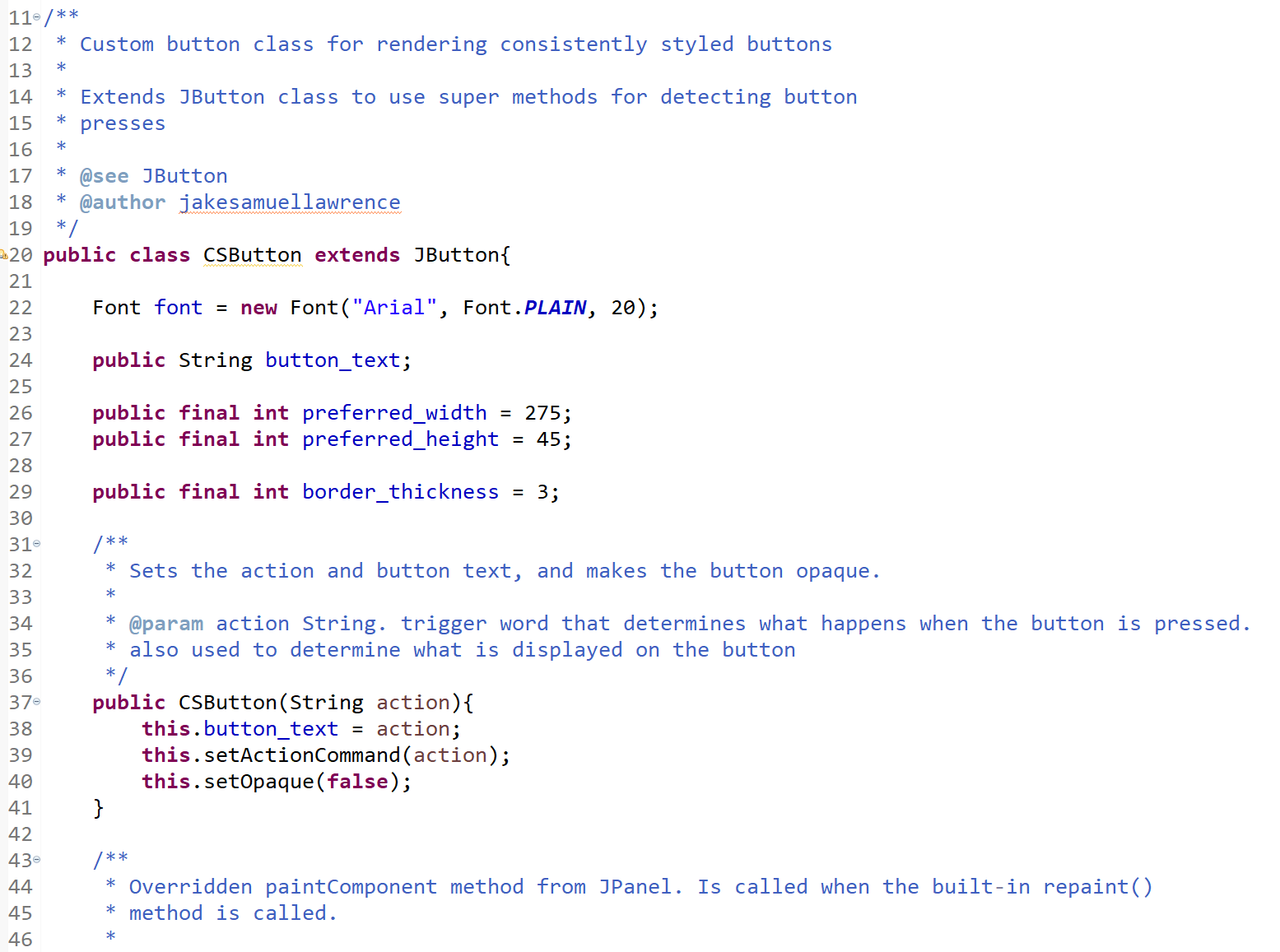
Due to the very large nature of this project, it is not feasible to provide printouts of all code involved. Instead, certain sections will be selected which I believe demonstrate the required techniques.

Evidence of User Interface implementation

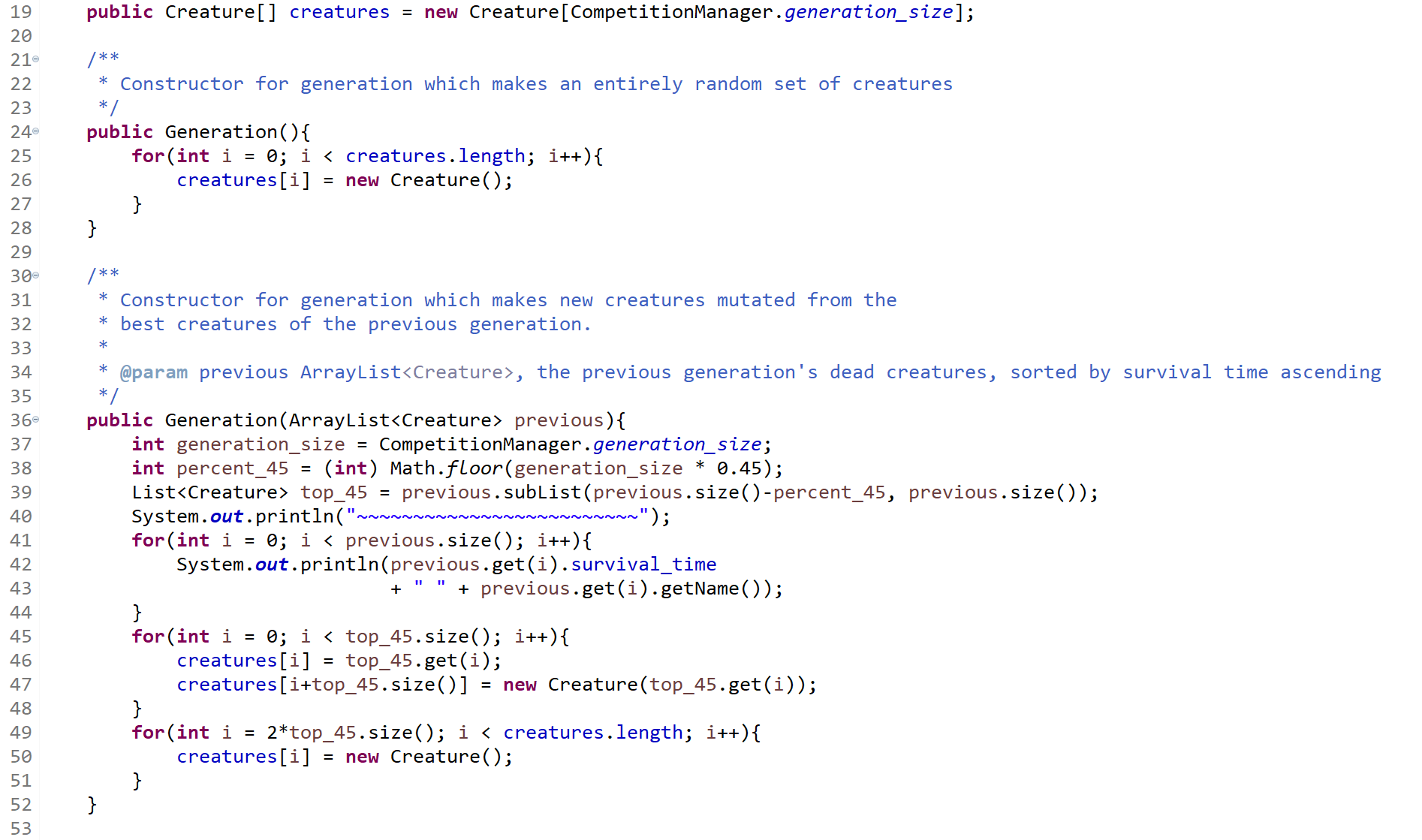
The following is the declaration of all UI elements being added to the display:



Furthur methods exist below, similar to AddButton() but for other UI elements. An example UI element class, CSButton, is shown below:



Below is evidence of storing and manipulating arrays of objects, taken from the Generation class where arrays of creatures are generated based on previous arrays of creatures



Below is evidence of the use of recursion in the word-wrap algorithm from the CSTextBlock class:

