

### **Code and Graphics**

To implement the GUI in this project, we created a Painter class that contains all methods related to displaying the graphics. We created a method for drawing the grid, drawing a critter based on a given shape and color, and drawing the triangle, star, and diamond shapes. These shapes were created using Polygon, and written with scalability in mind by referencing the size parameter rather than using specific pixel values. We also wrote a method for scaling the grid based on the Params.world\_width and Params.world\_height.

### **Team Plan**

For this project, Gina handled the controller component and Jessica handled the View component. We collaborated on testing both of these components, as well as writing the look method and adding the new required functionality to our personal critters.

Git URL: <https://github.com/jessicaslaughter/422C-project-5>