Code and Graphics

To implement the View component 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.

We created three separate stages and scenes for the model, controller, and the stats. We added components like buttons and textfields so that the user could directly interact with the model without typing long phrases. The only thing users would need to type would be for quantity inputs. We adjusted Critter methods to display the desired response on the model from the controller inputs. The stats window displays the current statistics of a specific Critter type.

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