Critter status output and display are located on the console.

Subpar performance
Canvas became an issue. We took too long trying to get it to fit nicely on the same pane as the rest of the controls, and we quickly ran out of time to implement all of the graphical complexity of the display. Some basic drawing was enabled, but we did not have a functioning, animate-able display with Canvas. Most of our problems were related to allowing for differently-sized worlds and scale-able window size. Thus, we relegated the view component to the previous text-based view.

New Classes
Implemented a Runnable class to assist with animation.