GUI:

* We also created some new GUIs for the system, some buttons and also a menu bar. However, the menu bars and the buttons are programmed with Swing instead of JavaFx, because it was already initially written in JavaFx. The menu bar has some small functions, which is disabling a type actor from the simulation, which is simply resetting the simulation, and populating again the whole field without that type of actor.
* As for the buttons, it was quite easy to use Swing after learning JavaFx, therefore, we just created some buttons and we set up some functions for each button. All the actions for the buttons were quite easy to set up, except for the run button. The Java methods are normally single threaded, which means that it cannot use other methods when one method is being called to provide the Thread safety. However, in this situation if we press the run button, the simulation will have to finish the method after before calling another method, which is quite bad. So we created a Swing worker to be able to use multi thread, in this way, we are able to see each step in the simulation and also able to call other methods without waiting the run method to finish execution.