

Team Project Plan

Mohammad Hamza Sharif (MHS2285)

Shiv Lalapet (SL39596)

Git Repository URL: <https://github.com/shivlalapet/EE422C-assignment4.git>

Rather than divide the workload between the two of us, we decided to work on the code together. A lot of the code we used was basically the same as we used for the last part of the Project. However, we had to change the GUI completely as we were using JavaFX functionality.

We started with creating our actual world implemented on a grid pane. Then we worked on the graphics for all the separate critters and made sure they functioned with our old methods. After working on the graphics, we introduced all the user functionality for the world in the form of buttons and event handlers to control what the buttons did.

After we finished the graphics and the user interface, we started to work on the animation and making sure that the entire GUI functioned properly.

Once we finished both Critter and Main, individually we created our 2 critter classes. Updating them from the previous lab to introduce graphics.

While we mostly worked on this project together, there were a couple times when one of us may have had to finish a method or do a portion individually. If that happened, we made sure that the person who wrote the code sent it to the other person to revise it. After all, two sets of eyes are better than one.