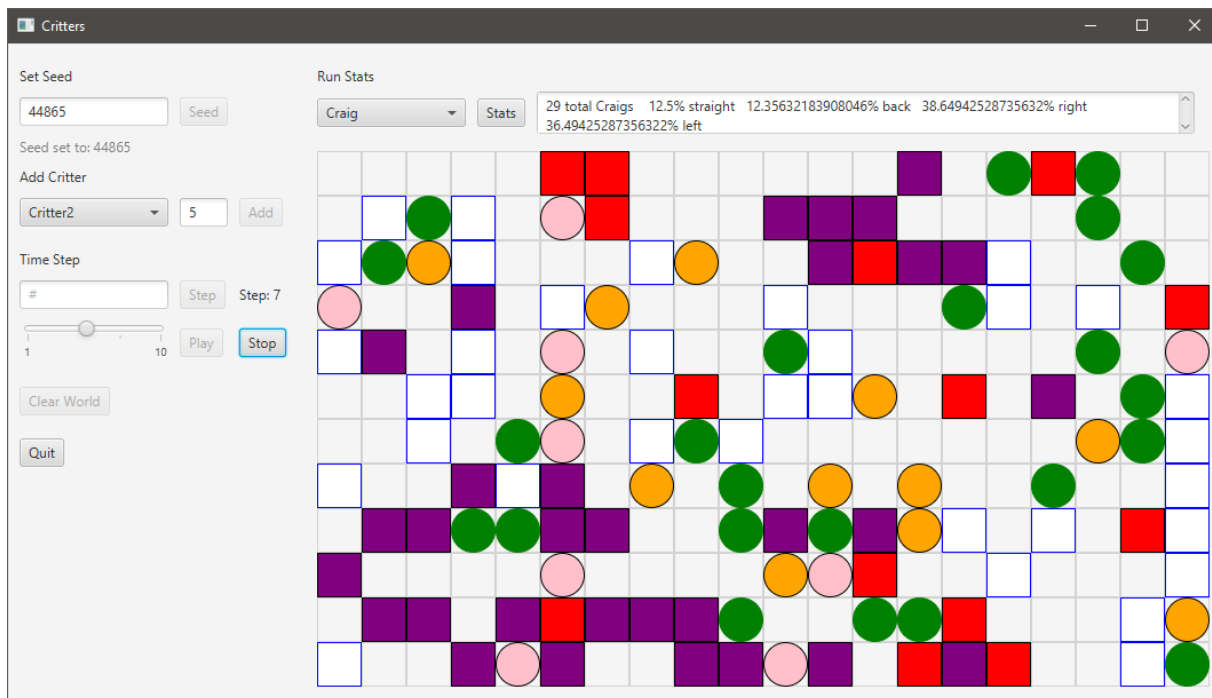


EE422C Project 5 (Critters) README

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GitHub Repository: <https://github.com/synacktic/critter/tree/master/src/assignment5>

Our User Interface is divided into three primary sections: critter controls, stats, and the world map. The controls contain all the interactions the user has with the critter world including setting the seed, adding critters, time steps, clearing the world, and quitting the application. The UI is organized into two columns with the control panel on one side and the stats interface and world map aligned vertically in the second column. The world map maintains a reasonable scale as shape size is scaled by the world width/height in relation to the width of the stats interface. The stage is automatically resized to match the boundaries of the UI.



In an a Piazza post from the instructor, it was advised against redirecting system output to the UI, however we already had it functioning desirably via redirection before the announcement was made and have thus decided to keep our implementation.

The primary Critter.java file is mostly unchanged from our last version minus the addition of shapes and look.

One thing that we would have liked to do was implement the option for users to select multiple critters to view stats of by making the elements of our ComboBox CheckBoxes instead of Strings. We attempted to do this, but it proved to be too complex to complete within the timeframe for this assignment.