

README

- We got the grid to be resizable but we still have extra white space that extends to the right of the window.
- Used canvas to draw the grid world using coordinates of critters to calculate the right pixel dimension
- Used Animation timer to do play button and overwrote handle
- Used drop down menu to select critters. Created a file to check all file names in assignment5 folder and checked with files extend the Critter class to add to the drop down menu. No critter names are hard coded.
- Opened a new window with the stats button and used a check box to select which critter stats to display
- Had a message box that printed out all texts including errors, messages, instructions, stats
- Used VBox for the stage with gridPane to hold the controls.
- For the most part runs really smoothly unless the number of critters fills the screen and the play/step speed is really high