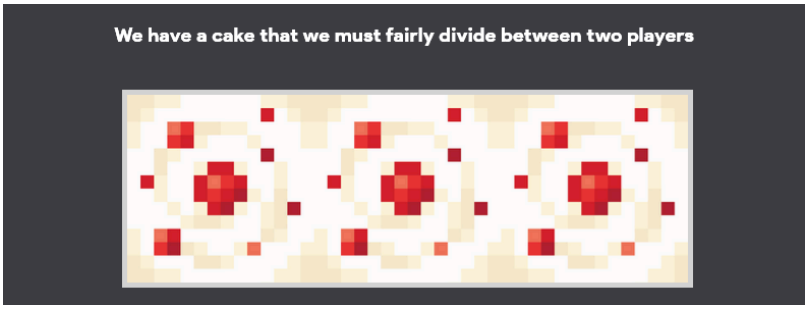
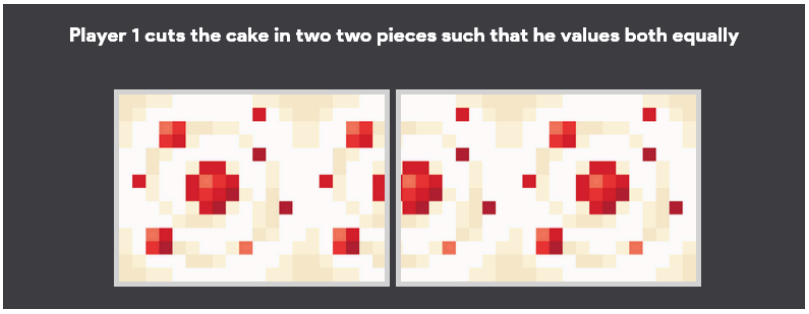
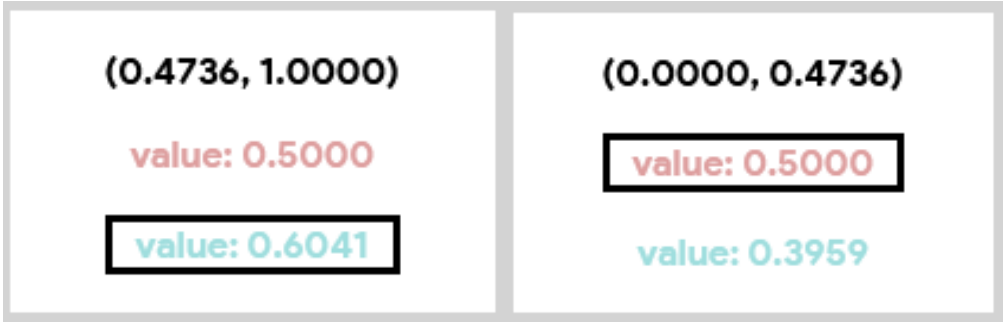


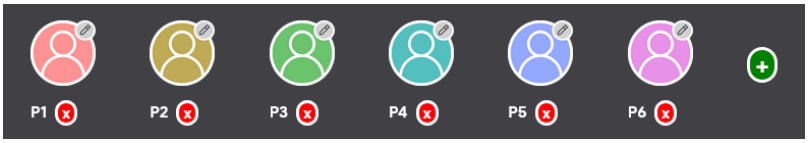


The visualisation tool shows cuts in the cake by creating two separate pieces with a five pixel margin between them.

Assignment is shown using a coloured border around the appropriate piece of cake that corresponds to the agent's icon colour as seen below.

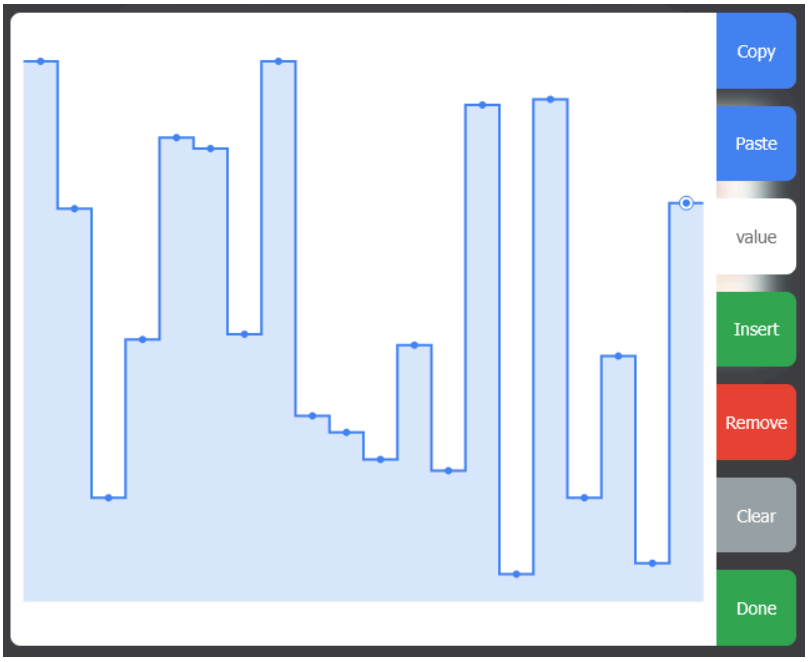


By hovering over any of these pieces of cake, we can see the evaluation of each agent with a black box surrounding the assigned agent's evaluation.



Each agent is given an icon near the top of the screen. For supported algorithms, the user is able to remove any agent or add a new agent.

By clicking on an existing agent, the user is brought to the graph editing screen.



The graph editing screen is used to edit the piecewise constant value function of each agent. There are seven buttons on the right of the graph to facilitate editing.

Copy and **paste** are used to move functions between agents or from other software. Paste takes comma, newline, or space separated numbers and them into the program. Copy sends the function in comma separated form to the user's clipboard.

> 99,72,19,48,85,83,49,99,34,31,26,47,24,91,5,92,19,45,7,73

The **value** and **insert** buttons work together to insert a number after the selected point. This selected point can be moved by clicking any point on the graph and automatically moves left when deleting points, and right when adding them. The value accepts decimal separated (3.14) and comma separated (3,14) inputs.

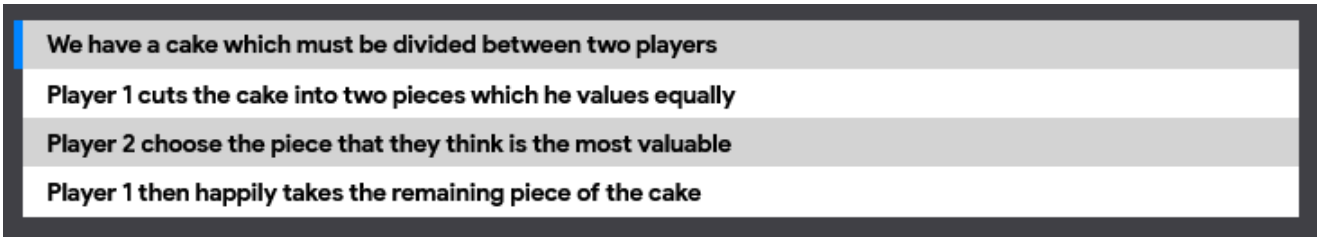
The **remove** button deleted the selected point and moves left afterwards. If the leftmost point is removed, then new leftmost point is selected. The **clear** button removes all points on the graph. If the user exits without inserting anything, a single (1) is inserted.

Finally, the **done** button exits out of the graph editing interface as does clicking outside of the window. The state of the graph is saved at every point.

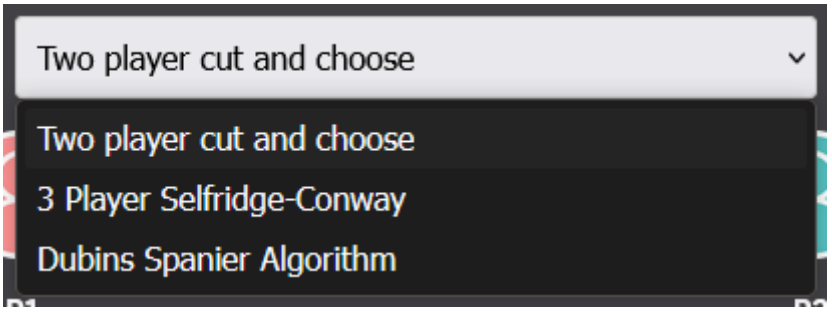
The controls underneath the cake are used to step through the algorithm. The left and right arrows step the algorithm backwards and forwards respectively, looping around if the user keeps pressing on the first or final step of runtime.

The play button steps forwards at five second intervals, stopping on the final step of runtime. When pressed, the play button becomes a pause button which can be pressed to pause the playthrough at any time.

The leftmost button is used to go back to the first step of the algorithm at any time.



At the bottom of the screen is the stack trace. This shows the current step of the algorithm with the blue line on the left side and allows the user to see the all steps of the algorithm at any time.



Near the top of the screen is a drop-down menu which allows the user to switch algorithms by navigating to a different page. Clicking on the option corresponding to an algorithm automatically redirects the user to the corresponding page.