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Tiraj Parikh designed the user interface, and linked the FXML file to the java files. Tiraj also worked on making the shapes and the animation, and made Critter3 and Critter4.

Jake Klovenski linked the functionality of the buttons to the GUI, completed the look method, and worked on making the shapes and the animation. Jake also made Critter1 and Critter2.

We spent approximately 8 hours together in the same room. When we programmed separately, we regularly Skyped and used GitHub commits to update our work completed.

The final testing was done together.