

README

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A description of your code and graphics:

Algae = green circle

Algaephobic Critter = red diamond

Craig = blue square

Critter1 = pink heart

Critter2 = red triangle

Critter3 = purple diamond

Critter4 = gold star

TragicCritter = pink star

Our layout consists of a BorderPane to organize a VBox (the controller panel on the left), a Canvas (the critter corral in the center), and another VBox and TextArea (the stats on the right). We use sliders to control the number of steps taken and the speed of the animation. We use dropdown menus (ComboBoxes) to select the stats displayed in the TextArea on the right and the type of critter created in the controls on the left. We use TextFields to take input from the user to determine the number of critters created and to set a new seed in the random number generator. We have buttons to run and stop the animation, as well as buttons to quit the simulation and to clear the field of critters.

Any feature in your project implementation that you think is unusually good, or did not meet the standard:

The animation feature works flawlessly, and I think the slider was a nice addition to easily change the speed of the animation and visually understand the speed. The runStats feature definitely could be improved. It would be better if there were different panels on the right to show the special stats of different critters at the same time. Also, in order to get the stats to update properly during animation, you must select a type of stats to use before starting the animation, not during.