**Design Patterns 2017 Fall Term Project:**

**Improving Life Game**

**Submission Due:** Dec 4, Mon. 11:59PM (E-class website)

**Demo Day:** Dec 6, Wed (during the class)

**Team size:** At most **four students** in a team (You should indicate the role of each participant)

**Evaluation Criteria:** Demo Evaluation + Design & Implementation Report + Team Activity in GitHub

<https://holub.com/software/life/index.html>

**Project Description:**

The goal of this project is to develop Life Game, which has long history in computer science field. You may want to see the working programs, which can be found at <https://bitstorm.org/gameoflife/standalone/>.

<http://www.math.com/students/wonders/life/life.html>

<http://golly.sourceforge.net/>

You are given a source code of Life Game (java file) and its design description (pdf). Extend the program while applying design patterns you want.

Your design & implementation report should show the followings:

1. Team members information and roles in the project
2. GitHub address of your project and progress snapshots
3. For each pattern you have newly added or extended
4. **What design patterns** are used in your design and **why**?
5. **Which functionalities or architecture** of the original program are extended?
6. The **comparison of source codes before & after** (showing pattern applications): use source comparison tools such as WinMerge, BeyondCompare, etc.

Please note that your project should be done by using GitHub and your team’s activity should be clearly shown.