Paddle game

This project isn’t exactly a game per se, but instead a cellular automation. On day I was I was doing some reading to satisfy nothing other than my own curiosity when I stumbled across [John Conway’s *Game of Life*](https://en.wikipedia.org/wiki/Conway's_Game_of_Life). I found it very interesting how such complex patterns could emerge from such a simple ruleset. Then I realised that attempting to replicate this in my own program could be a lot of fun so I did just that.

After the success of my previous project in JavaScript, I was keen to continue learning it. This time I utilised an array to represent each cell. This was also my first (hesitant) step into object-oriented programming. Now I could iterate through the array of cells and count their neighbours. Once this loop was finished, cells could be turned on or off depending on their current state and neighbour count.

One aspect I’m particularly happy with is the horizontal and vertical wrap-around.