—Name:

Conway’s Game of Life using Golang

—Project members:

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—Description:

Using Golang to build a Conway’s Game of Life that can have multiple initial status. We’ll learn how Conway’s Game of Life works and how different initial status influence the result. Then we’ll learn the basic of Go since we never used it expect in the previous assignments. Then we’ll try to build the game with random initials and test if it runs correctly. Next learn to read and switch files to import different initials and test again.

—Requirements:

requirements the project will satisfy:

1. using only Golang

2. the cells active follow the rules

3. make a random initial

4. make several initials that can lead to specific results

5. ask the user to choose an initial every time running the program

6. display “Error” if the initial file not follow the format or rules

requirements that the team will try to satisfy if there is time:

1. draw the result with OpenGL instead of “\*” on the terminal

2. let user choose the initial file and rerun while it’s running

3. let user import exterior initial files that follow the format

—Risks:

unfamiliar with Golang that lead to can’t find the way to repair bugs while debug

can’t find the function we need that we can use in other language in Go

file I/O

cells grow to more than the number that can display on the screen

can’t understand or misunderstand each other’s code while working together

don’t familiar with building a project with more than one file in Go

working only on some of the computers

—Resources:

newest stable Go environment

IDE that support Go

documents that introduce how Conway’s Game of Life works

Go tutorials

Go documents and reference

third party imports and their documents

git