# Final Project Proposal: The Game of Life

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## 1 Abstract

Our group will be making Conway's Game of Life in the MIPS assembly language. The program will read from the starting condition from a file submitted by the user. The state will then step one frame at a time, with each cell obeying all of the rules of the Game of Life. If we have time, we will attempt to allow for variable time deltas.

## 2 Motivation

We understand the project in higher level languages, but we wanted to explore its implementation in an exceptionally low language. Also, we like watching pretty patterns on the screen.

## 3 Task Delegation

At this point in time, it is hard to know what kinds of tasks will be necessary. However, we believe that the four major tasks will be array management, program logic, file input/output, and output to screen.

Tenatively, Ian will work on array management, Eric will work on program logic, Corrin will work on file IO, Andrew will work on screen output.

## 4 Timeline

Within a week of learning subroutine commands (approximately October 15), we will come up with standard interfaces for file IO, screen IO, and array manipulation. These will be used as placeholders for actual subroutines, which will be written by each team member over the course of the semester.

However, due to the fact that we need a deliverable on October 6, we will also begin figuring out each part on its own prior to that. We will have pseudocode written by October 1 for each part, and we will have discussed the pseudocode as a group.