Game of Life Program

Description: This program provides a user menu to select a text file, or load a text file of their own choosing, as a starting point for the Game of Life. The Game of Life is a cellular automaton which was invented by mathematician John Conway which has the following rules:

- **For a space that is populated (contains an ASCII '*'):**
    - Each cell with one or no neighbors (not populated cells) dies, as if by solitude.
    - Each cell with four or more neighbors dies, as if by overpopulation.
    - Each cell with two or three neighbors survives.
- **For a space that is "empty" or "unpopulated" (an ASCII space):**
    - Each cell with three neighbors becomes populated.
    - Otherwise, it remains empty.

Once the text file is loaded, the Game of Life begins.

Output: The program takes the text file and displays it in the console, then starts the Game, either automatically or each time the user presses 'Enter', and continues until the user enters another character.