Students	**Zenta**	**Gabriel**	**Changhao**	**Viviane**	**João**	**Pierre**
Features implemented						
I. Generate a universe with the new states of the cells				**14/11**, created the function that makes a random matrix of the initial conditions.	**14/11**, created the function that makes a random matrix of the initial conditions.	
II. Reprogram the function that counts the different neighbors of a cell			**14/11**, count the infections and other states.		**14/11**, count the infections and other states.	
III. Generate the next generation of the world			**14/11**, generate the next world according to the probability rules	**14/11**, generate the next world according to the probability rules		
IV. Print the first generation on a canvas	**14/11**, made the function that shows the cells on the window.	**14/11**, implemented in the main.				
V. Print the next generation on a canvas	**14/11**, made the function that updates the draw.	**14/11**, implemented in the main and made the animation logic.				
VI. Creating a graphic model		**15/11**, plot and animation of the stack area graph.				
VII. Implement a tKinter interface						**14/11**, creation of a first version of the interface.
VIII. Integrate the functions in the main one		**16/11**, structuring the user inputs values that are used to plot				**16/11**, revamp of the interface to fit with the other canvas

		the graph and the animation.				