Design Doc

Initial Design
Objective: The objective of this assignment is to create the Game of Life. o

Deliverables:
- Makefile
- README.md
- DESIGN.pdf
- WRITEUP.pdf
- Universe.c
- universe.h
- Life.c

Universe.c
Universe *uv_create(uint32_t rows, uint32_t cols, bool toroidal)
- For thai function i will have to create a universe using for loop and the predefined struct variables. I will also use malloc

void uv_delete(Universe *u)
- This function will delete by using free function

uint32_t uv_rows(Universe *u)
- This will return the rows

uint32_t uv_cols(Universe *u)
- This will return the cols

void uv_live_cell(Universe *u, uint32_t r, uint32_t c)
- Incomplete

bool uv_get_cell(Universe *u, uint32_t r, uint32_t
- Will get the cells

bool uv_populate(Universe *u, FILE *infile)
- This will populate the universe

Life.c
This file will run the game based on the three rules.