Game Of Life simulation

Creative coding pt1

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# Concept

The Concept of the project was to make a simulation of the game of life in the idea of Conway’s game of life program as the cells on the grid are following a set of rules so that the outcome is either if the cell is either alive or dead

The set of rules are:

* If a living cell has more than three cells next to each other it dies
* If a living cell has less than three neighbours the cell dies
* If a dead cell has three neighours it becomes alive
* In the event that neither occurs the cell remains the same.

The site I have used to

## Methods used

For the method of making a 2d Array on the canvas I had made two separate arrays that took using the measurements from the canvas and three variables, two of which are the lines and the other is acting as the gap between the lines horizontally and vertically.

In order to check for the neighbouring cells I had a variable set to a zero and it will either add cells or subtract cells from the array, in order for that to work I used an if/else if statement for the following rules.

## Math used

For the math used in the programming I had used the floor random method so it will choose the lowest possible outcome between 0 and 2 and it will be saved into two variables in the chart.

## Personal reflection

If I had been more comfortable with working with the p5js format I would have added a Gui to the program so that the user is able to customize the rules of the simulation and change the colours of the living and dead cells

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Faina Pahanko,Conway’s Game Of life in javascript, https://levelup.gitconnected.com/conways-game-of-life-in-javascript-9498ae1958fe ,May 2, 2020

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Codesphere, Building Conway’s Game of Life in Javascript [https://medium.com/codesphere-cloud/building-conways-game-of-life-in-javascript-ab07dc7c1950 sep 2](https://medium.com/codesphere-cloud/building-conways-game-of-life-in-javascript-ab07dc7c1950%20sep%202), 2021