Output Workflow:

To see the animation working, press any key which acts as an on/off switch to turn on and off the animation after drawing a certain animation with the mouse on the grid.

scripts/app.js: The main file that has the code responsible to invoke the grid and sets the rate of speed at which the frame changes. This invokes grid.js for the grid to be drawn on the browser.

scripts/grid.js: The file responsible for update and drawing the grid and cells. This invokes cell.js for the cell to draw and update them.

scripts/cell.js: The file which has the code cell, it’s neighbors and it’s states. This information is used by the grid object to draw and update cells on the browser.

index.html: The page which renders the grid and cell animations making use of HTML5 canvas.

SpecRunner.html: The file responsible to run all the unit test cases of different module of the game.

tests/cellspec.js: The file which has the unit test cases for the cell.

tests/gridspec.js: The file which has the unit test case for grid.

css/styles.css: The file where the styles for index.html are included.