**Compute one generation: Overview**

Our goal for next step is simple: to compute one iteration of the Game of Life. After we have that working we'll turn our attention to updating the display, and then to successively computing new generations.

For now we're going implement three new functions:

**computeNextGen**: This function drives the computation by taking one cell in the grid and passing it to applyRules.

**applyRules**: This function knows how to apply the rules of the game to a single cell.

**countNeighbors**: This is a helper function that counts the number of live neighbor cells a cell has.

By breaking up the code to play one round of the game into manageable pieces, we can take it one step at a time, and each piece doesn't get too complex or too long. So follow along with the video as we get these three functions implemented.