**Final design and test: Overview**

One last tweak before we do our final test of The Game of Life. Let's make the grid a *lot* bigger, and reduce the size of each cell by half. By doing this, we'll get much more room for life to grow and expand into, and it will look super cool.

First, edit "code.js" and update the grid size in the variables rows and cols to something bigger, perhaps 50 or 75 each. This makes the grid a lot bigger.

Then, edit "life.css" and change the width and height properties in the td rule to 10px instead of 20px:

1. td {
2. border: 1px solid rgb(90, 90, 90);
3. width: 10px;
4. height: 10px;
5. }

Okay, with that change done, it's time for our last test of the game. Watch the video in the next lesson to see the game you just built!