**The finish line**

You've completed The Game of Life project, and implemented the rules for Conway's Game of Life in the browser. We hope you're having fun playing the game. Once you're ready, take a look at some cool things you might do next.

**Why Stop Now? How about...**

**Extending your project?**

Now that you've totally rocked this project, could you take it further? Of course. Here are some ideas:

The Game of Life is just one example of a class of systems called Cellular Automata. In fact, now that you have the basics coded you can easily change out the algorithm to get other interesting computations. Here's a simple one:

1. If a cell is live, it stays alive in the next iteration.
2. If a dead cell has two live cells adjacent to it, the dead cell changes state to live.

Code that and give it a try. Also try varying the number of adjacent cells that need to be alive for a dead cell to change state. Can you think of real systems this simulates? How about forest fires or flu transmission?

**Or doing more research?**

If you'd like to learn more about cellular automata check out the [Cellular Automata](https://en.wikipedia.org/wiki/Cellular_automaton) Wikipedia page.

**Or taking the project in a whole new direction?**

Learn about the web sound API and create a generative music app from the Game of Life by assigning samples and sounds to grid locations.