

GameManager

+max_update_time

+ @staticmethod update_from_array(state_arr)

+ update_state_once(self, time_state)

+ generate_the_game(self, x_dim=200, y_dim=200, ones_percentage=1. / 10, regenerate_seed=False)

+ erase_the_game(self, erase_seed=True, safe_erase=True, erase_movie=True)

+ see_the_game(self, save=False)



StateManager

+ path_to_game_folder

+ game_name

+ loader(self, time_state)

+ saver(self, input_array_state, time_state)

+ initialise_random(self, dim_x, dim_y, ones_percentage=1./10)

+ see_the_state(self, time_state)