What I Implemented

For this project , I turned this into a full interactive Game of life game! We have a grid showing up in a window, we can click cells to turn them off and on to make shapes. I added some controls like pause, step,randomize and clear. I also added premade shapes using the number pad 1-9. This program can also take command line settings so I can change the window size, cell size, and its speed.

What Was Challenging

The hardest part of this was the setup. I took it upon myself to scrap everything we've been working on and start fresh…technically. I took a lot of code from what we were doing but I had to start over instead of using what we had from program 2 and adding more to it. Also another issue was connecting all the folders and such together to this file. Good thing I have some knowledge of this from work. You know, jumping from folder to folder and grabbing the correct files. Putting all of this together was honestly the hardest part. Still, fun though.

What I'd Improve

If I kept working on this I would add different colors and way more shapes and such. More preferably a better UI for demonstration of what this program can and will do. Like instructions. Because this is a game technically. Zooming in and out would be another. Maybe cleaner code. Overall just a nicer polish would be the best bet if I had to pick.