Ewa Grabowiecka - Advanced Programming - Assessed Exercise

The aim of my design was to make it as modular as possible, to allow for different applications for the game of life. Creatures ( for example different strains of *E. coli* ) can be added easily by creating a new class which extends the abstract Specie class, as it is the Specie class which handles all the logic.

Similarly with EdgeWorld and WrapWorld – If a new world logic was to be implemented, it would be easy to add as again, the Abstract class World handles all the logic, where the specific methods for returning correct values of where the creature goes to are in the specific logic class eg EdgeWorld.

Please see next page for the full UML diagram.

One thing which I would like to work on (if time allowed) was to instead of locking the whole world, I would like to be able to lock individual cells within the grid. This would mean that the whole world does not stop but only the individual areas.

