Alive cell range – original version

x<2 – die

x = 2 – live

x = 3 – becomes live

x > 3 – die

Make user be able to set-up his own rules

We should be able to slow down or speed up the game

load/save option

Think of edge behaviour

at least 3 configurations for game of life (Turing machines is very wanted)

Report

DON’T USE GITHUB

**BASE IMPLEMENTATION**

3 SECTIONS

GUI

LOGIC

ADDITIONAL FEATURES (save/load, additional configurations)

**ADDITIONAL IMPLEMENTATION**

To create set of “standard” objects (glider, switcher, square ect.)  
  
Design  
(Do design)

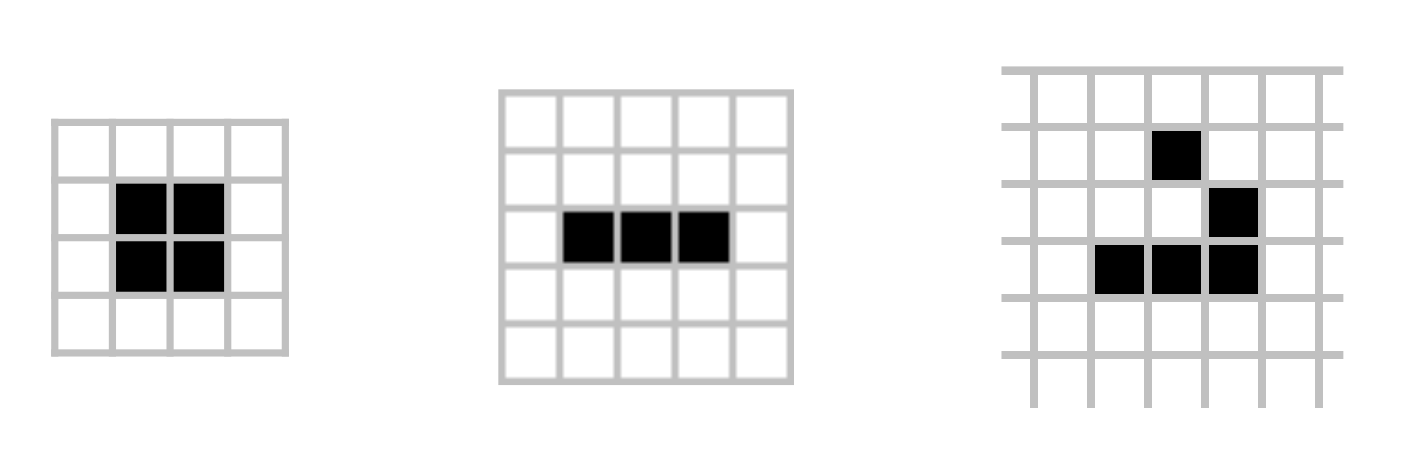
One more rule

- Increase range of interaction between cells

Where to place a “speed slider”

- Options

- Main window +

Singleton pattern for GUI

Initial Configuration

GUI

Renderer.java

MainWindow.java – Game window

ConfigFrame.java – Frame with all our buttons (start/stop faster/slover save/load ect.)

**Grid.java - Difficult one need to discuss**

Cell.java

StartingMenu – Window for start

Options.java – Options

Additional things

how do make logic?  
Something.java – Class would check adjecent squares