**Proposal**

1. I would like to change the UI so that the cell states are expressive - like emoticons that I design - where dead, born, empty and living hold different expressions
   * 1. I would like for the user to be able to change the cell type: solid colors (including which colors) // expressions
2. I was wondering if I can maybe include music in the game however, I’m not sure how to implement that right now
3. I was wondering if I can assign a weight/stability component to the cells so that if a group non-empty cells that are touching each other reach a certain number they’re forced to split to different parts of the screen or alternatively, have the group of cells all die if they hits any multiple of randomly selected prime number for the duration of the game