Overall, I'd say this was a pretty fun lab to work on, but it definitely wasn’t an easy one. It’s probably just because I’m naturally slow at things, but it took me a while to understand just how to use GridWorld properly. Once I did (both thanks to intense experimentation and a bit of help from my peers) it became much simpler, but before that just getting it to update was confusing. It’s funny, the really hard part wasn’t the game of life algorithm, but learning how to implement it and make it show up!

Still, I’m pretty happy with how things turned out. I would’ve liked more control over the actual window that contains the grid, but I think that’s hardcoded within the GridWorld class, and I certainly wasn’t about to go and try to alter any of that.

I’m really glad the menu stuff was simple to implement, the only thing missing was an option to play the game another time, but it wouldn’t close the previous window if I tried to implement that, so I just discarded it completely. Oh well, it still runs just fine without it.

Anyway, this was a cool introduction to this kind of concept and a method of implementing it. Maybe I’ll do something similar to it in the future if I get the chance.