Logging Level

> Error-Levels gemäss RFC. Best Practice of Logging-Levels.
>
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0: Emergency: system is unusable

- Crash of system

1: Alert: action must be taken immediately

- Not enough space (RAM, Festplatte)

2: Critical: critical conditions

- Network connection lost

3: Error: error conditions

- Game crashed

4: Warning: warning conditions

- Network connection slow
- Almost no space

5: Notice: normal but significant condition

- Every information of a wrong click to the user

6: Informational: informational messages

- Population only still life
- Stats: still life, spaceships and oscillators

- Every click from the user

7: Debug: debug-level messages

- Every step of the game
  - Cell coordinate change of object (x,y)
  - New cell added
  - Cell died due to underpopulation
  - Cell died due to overpopulation
  - Cells reach next generation