# Requirements from instructions provided:

## Fundamentals

* Some infinite two-dimensional grid
* Each space in this grid is a "cell"
* Each cell can interact with its local neighbours
  + Horizontally
  + Vertically
  + Diagonally
* From an initial seed the game will change state, at each iteration the next state of the game will be calculated and shown on the screen.

## Game rules

Rule 1: No interaction

* There are no live cells
* On the next iteration there will be no live cells

Rule 2: Underpopulation

* When a live cell has < 2 neighbours
* Then this cell dies

Rule 3: Overcrowding

* When a live cell has > 3 neighbours
* Then this cell dies

Rule 4: Survival

* When a live cell has 2 or 3 neighbours
* Then this cell survives

Rule 5: Creation of Life

* When an empty position has 3 neighbouring cells
* Then a cell is created in this position