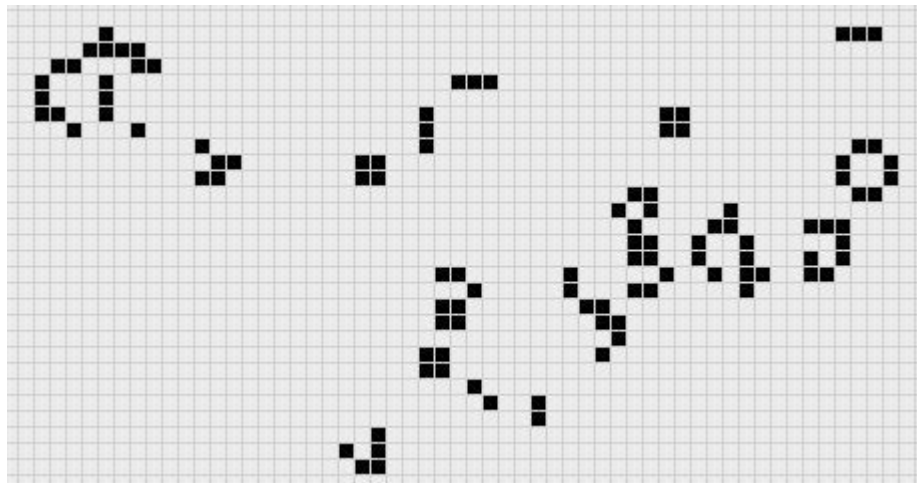


Python Challenge

You will need to accomplish this challenge as part of your GSoC application.

Conway's Game of Life

The Game of Life [\[1\]](#) is a cellular automaton design by the British mathematician John Horton Conway in 1970. The target of this challenge is to implement the Game of Life in python. Your application will be executed from a terminal and it should refresh the grid in each iteration with information about the game and the evolution of the patterns. When the application starts the user should choose a pattern to start the game. A configuration file (json format) stores all configurable options of game.



Grid with different patterns

Requirements:

- Your application should implement in python 3 using only the python standard library [\[2\]](#) and numpy.
- You must implement your application like a python module.
- You must provide tests that prove your solution.

Results:

- A python module with your solution.
- A sample application.
- A set of tests.

[1]: [https://en.wikipedia.org/wiki/Conway's Game of Life](https://en.wikipedia.org/wiki/Conway's_Game_of_Life)

[2]: <https://docs.python.org/3/library/>