Game Of Life

Building Game Using CMakeLists.txt

1) *Navigate (from the terminal) into the project folder named "GameOfLife"*
2) *Type "**cmake build .**"*

This will build the whole project and now the user can run the executable file.

Run the Game

1) *Navigate to "cmake-build-debug" folder inside the project folder*
2) *Run the the GameOfLife using "**./GameOfLife**" or "**./GameOfLife.exe**" (in windows)*

Usage of the Game

Initially random number of cells generate and propagate with the speed 900 relative to 1000 (max speed).

Commands that can be utilized (case of letters does not matter):

2) *Space – to pause the game*
3) *Left and Right Arrows to forward and revert by one snapshot*
4) *S – pause, when pressed second time advances to the next snapshot*
5) *n – create a new world randomly populated with cells*
6) *"+/-" Increase speed of propagation by 10 (default value)*
7) *1 – Set the default speed to 780*

Libraries Used

The "SDL2" and "SDL2_ttf" libraries are used in this project. There is no need to include your own sdl version of library since it is already included in the projects "lib" folder. There is no custom makefile in this project since everything is managed through CMakeLists.txt.

Note: Version of SDL2: 2.0.22, SDL2_ttf: 2.0.12