Conway's game of life

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Introduction

- Conway's game of Life is played on an infinite two-dimensional rectangular grid of cells.
- These simple rules are as follows:
 - * The cell stays alive if it has either 2 or 3 live neighbors
 - * The cell springs to life only when it has 3 live neighbors

Approach

- Divide and Conquer
- Using rules as the base
- Identifies the control flow to call the functions

Learnings

Pygame

- pygame.display
- pygame.clock
- pygame.surface
- pygame.draw
- pygame.mouse
- pygame.events

Challenges

- Choosing the right co-ordinates for elements in grid
 -Used trail and error method
- Identifying the well suited built-in function
 -Cross-checking the requirements and built-in function properties
- Usage of Built-In functions
 - -Acquired proper knowledge on them

Statistics

- Number of lines: 106 lines
- Number of function : 6 User defined functions
 - cell_layout()
 - layout()
 - commands()
 - neighbours()
 - buttons()
 - ResetGrid()

Demo

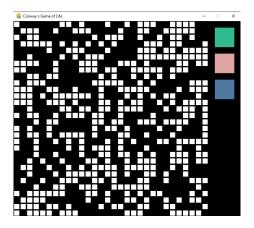


Figure 1: Demo output

Thank you!