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()
  - ResetGrid()

Demo

Figure 1: Demo output

Thank you!