

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!