Game of Life in Assembly

The *Game of Life*, also known simply as Life, is a [cellular automaton](https://en.wikipedia.org/wiki/Cellular_automaton). The "game" is a [zero-player game](https://en.wikipedia.org/wiki/Zero-player_game), meaning that its evolution is determined by its initial state, requiring no further input. One interacts with the Game of Life by creating an initial configuration and observing how it evolves.

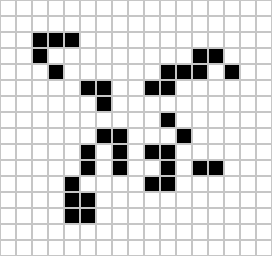
**Rules:** If a living cell has 3 or 4 neighbors it will survive, if not it will be a dead cell in the next state. If a dead cell has exactly 3 living neighbors, in the next state it will be a living cell.

**User input :**

* Initial state read from a .txt file (each line is represented by a hexadecimal value, in which the bit 1 represents a living cell, and the bit 0 a dead one)
* Simulation speed (the delay between two states)
* Simulation duration(number of states)

-the file existence is checked, and also all the inputs need to be in the given range, giving error messages in case of invalid input

**Output :**

**-**at each step the grid is drawn to the screen and updated according to the simulation speed