Please first take a moment to familiarize yourself with Conway's Game of Life, and its rules.

Please create the Game of Life simulation programmatically. It is up to you to decide the fidelity of this solution, but we are expecting you to use a modern JavaScript framework to build the solution. We have needs for both React and Angular expertise, so using one of those frameworks is to your benefit.

For this prompt, please satisfy the following acceptance criteria:

- Initialize a 50x50 grid of cells, all considered dead, to begin with.
- Be able to take in the following cells [x,y] to set as live, in order to initialize the game:
    - [0][0]
    - [0][1]
    - [1][0]
    - [1][3]
    - [2][1]
    - [2][2]
- Print out the cells of the grid, either simply as outputted numbers, or (bonus points) rendered to an HTML document.
- Be able to, per the rules from the Game of Life wiki, take one step through the game of life, updating the cells correctly.
- Run through a game. That is: While there are living cells, take one step, wait for a period (call it 1000ms), then take another step, until no cells are left alive.

Please do not spend more than an hour or two working on this prompt, as it should be a showcase of your expertise, rather than a fully-working product.
- Please submit your response as a git repo.
- Document code as you see necessary.

Direct Link to Conway's Game of Life: https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life