

Akash Kulkarni (aakulkar)  
Gautham Nagaraju (gnagaraj)  
Victor Dong (vdong)  
Prakhar Dubey (pdubey)

***Custom Feature Specification:***

1) **Rule 110** : We plan to support Stephen Wolfram's Rule 110 (and related rules). We accommodate for any game that requires more than two states as long as they provide the correct amount of pictures or colors. [http://en.wikipedia.org/wiki/Rule\\_110](http://en.wikipedia.org/wiki/Rule_110).

2) **Pictures** : The visualization plugin can provide the ability to specify a custom symbol for the different states. The mappings works by state 0 would correspond to the first image in the array, state 1 would correspond to the second image in the array, and so on.

3) **Toroidal World** : The world is toroidal, that is cells at the end are wrapped around, so that the cells on one end are neighbors with cells on the other end. This way you can never "fall off the world" and instead you just wrap around.