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Custom Feature Specification:

- 1) **Rule 110**: We plan to implement and display Stephen Wolfram's Rule 110 based on the init(String config) method of the FrameworkImpl class. You must give it a string equal to "Rule 100" 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.
- 3) Dead Zones: While the client creates the initial world (grid), he can specify certain "dead zones", which define areas or zones in the world where nothing can live. This could be used to simulate wastelands or dangerous places that exist in the world. You could see how different geometries of dead zones can result in different evolution of the cellular automaton.