Webpage

Select number of neighbors needed for cell to die from solitude

Select number of iterations

Select number of neighbors to die from overpopulation

Choose size of grid

Choose game speed

Upload text document with starting coordinates

User

User local drive

Select number of neighbors for a cell to be revived

Adjust background color

Adjust color of cells

Run Game

Display number of living cells

Stop if steady state is reached

Display current Iteration

Stop if oscillation is detected

Select shape of cells