**Design Patterns 2017 Fall Term Project:**

**Improving Life Game**

**Submission Due:** Dec 4, Mon. 11:59PM (E-class website)

**Demo Day:** Dec 6, Wed (during the class)

**Team size:** At most **four students** in a team (You should indicate the role of each participant)

**Evaluation Criteria:** Demo Evaluation + Design & Implementation Report + Team Activity in GitHub

<https://holub.com/software/life/index.html>

**Project Description:**

The goal of this project is to develop Life Game, which has long history in computer science field. You may want to see the working programs, which can be found at <https://bitstorm.org/gameoflife/standalone/>.

<http://www.math.com/students/wonders/life/life.html>

<http://golly.sourceforge.net/>

프로젝트의 목표는 생명게임을 개발하는거고 위에 링크는 작업프로그램 예시임

You are given a source code of Life Game (java file) and its design description (pdf). Extend the program while applying design patterns you want.

라이프스타일 자바파일과 디자인 설명(pdf)을 제공받았음.

원하는 디자인 패턴을 적용하면서 프로그램 확장해라

Your design & implementation report should show the followings:

1. Team members information and roles in the project

팀 정보와 프로젝트내 역할

1. GitHub address of your project and progress snapshot

깃허브 주소와 진행 과정

1. For each pattern you have newly added or extended

너가 추가하거나 확장한 새 패턴

1. **What design patterns** are used in your design and **why**?

어떤 패턴을 사용했고 왜 그 이유

1. **Which functionalities or architecture** of the original program are extended?

어떤 기능 또는 아키텍쳐가 원래프로그렘에서 확장되었는지.

1. The **comparison of source codes before & after** (showing pattern applications): use source comparison tools such as WinMerge, BeyondCompare, etc.

소스코드의 전후를 비교(패턴 적용 ) :윈머지나 이런 툴로 소스코드 비교적용해라

Please note that your project should be done by using GitHub and your team’s activity should be clearly shown.

깃허브를 사용하고 팀 활동을 명확하게 보여야한다.