```
function EncryptedImage = Encrypter(Image,Sequence,Rule,Iterations)

%Encrypts given image by permutating its pixel values according to
%evolution of Game of Life cellular Automata generated from given
%password via logistic map

    %Generates board starting rounding pseudorandom sequence
    Board = reshape(round(Sequence),size(Image));

    %Records History
    AlreadyOn = zeros(size(Image));
    NewOrder = [];
    for t = 1:Iterations
            NewlyOn = xor(Board,AlreadyOn) & Board;
            NewOrder = cat(1,NewOrder,find(NewlyOn));
            AlreadyOn = AlreadyOn | Board;
            Board = Evolve(Board,Rule);
    end
    NewOrder = cat(1,NewOrder,find(~AlreadyOn));

    PartiallyEncrypted = reshape(Image(NewOrder),size(Image))';
    EncryptedImage = reshape(PartiallyEncrypted(NewOrder),size(Image))
       ;

end
```