For the first part of the project we worked on different ideas on how to implement the front-end of the program. We first decided to create a menu with basic functionality. Later each of us started developing the additional tasks for the assignment. From this project we were able to grasp some concepts that were difficult to process during lectures. We definitely had a process of trial and error until we managed to get a working program. Each of us contributed with ideas on how to design it. We were successful in dividing the tasks and the workload however it was quite challenging working throughout all the individual tasks. We encountered some difficulties in calculating the new state in the 2D cellular automata but we figured it out eventually when we discovered that we have to first reference each cell’s neighbor by have 2 indexes: width and height; thus being able to find out how many neighbors are alive. So we created a neighbor counter variable to increment it each time we find a neighbor with a state of 1, thus having the total of live neighbors.