The purpose of this document is to explain some of the decisions made when implementing the Game of Life assessment. When deciding on the coding language I felt more comfortable using JavaScript. My prior work in similar projects tended to use JavaScript and I believe that in order to produce a fully functional application that would meet all the necessary requirements. I then used Apache on XAMPP as server allowing me to display the game of life on a HTML page.

When calculating the number of neighbouring cells, I created the grid below.

|  |  |  |
| --- | --- | --- |
| Left Up | Up | Right Up |
| Left | Cell who’s neighbour is being calculated | Right |
| Left Down | Down | Right Down |

I ‘m really looking forward to meeting you at the assessment on the 18th. Thanks for the opportunity.