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**Conway’s Game Of Life Proposal**

horizontal line

This project will provide a visual means to see how a given Cellular Automata operates over a given number of iterations. The cellular automata that will be done is Conway’s Game of Life. In order to provide a means to see this visual representation a variety of controls for the animation should be available to the user.

By doing this Project I will learn how to display an image as an animation, and how to create an image using OpenCV. I will also demonstrate a use of Model View Controller design pattern and how it supports complex behavior.

Unit tests were used to validate the accuracy of a given project. Going through the individual buttons and menus and making sure they responded in a timely manner was checked manually. Also validating that the operations could be performed while the game was running was taken into consideration.

It is expected that this project should quickly respond to user input, and that it should be able to change the type of task it is performing quickly. How fast frames can be processed are not being taken into consideration for performance considerations .