User Manual

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1 Game Rules

- Welcome to the two-dimentional world of the Game of Life!!
- Here, small creatures called **cells** live neighbouring each other;
- They might look simple, but they are just like you in social situations!
- If they have less than 2 neighbours, they die of loneliness
- But if they have more than 3 neighbours, they die of social anxiety
- Otherwise, they are okay!
- Oh, and also, with the right amount of neighbours (exactly 3), a dead cell can come alive!!
- As a three-dimentional being, you can observe their life by looking at their plane of existance
- So, are you ready to explore the wonderous world of the game of life?
- Then follow these instructions and run the game.

2 Accepted inputs

2.1 Dimentions

The program first asks you for the width and height of the board please first input width and then the height. Remember! They are **positive integers**,

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- width is no more than 90 cells
- height is no more than 35 cells

2.2 File/Random

Choose whether you have the board ready in the file, or you wish to start with a random board. Please don't input anything except

- F or f if you have the board in the file
- R or r if you want a random board

2.3 Input Board in the File

In the program folder you will find a text file called "input_board.txt" You can open the file, empty it and draw the desired board. Remember: @ - alive cell, empty space - dead cell.

2.4 Statistics

The game will ask you to choose a number:

- 0 for *exiting* the program
- 1 for showing the board with *most alive cells*
- 2 for showing a cycle, if it exists

3 Things to do after the program is finished:

- open the archive.txt and go through the iterations of the board again!
- open the maxAlives.txt and see the boards with the maximum population
- open the cycle.txt and see if there is any cycle in your simulation worth seeing.
- or open input_board.txt and re-check your inputted board (or a randomized one), modify it.