

Conway's Game of Life Studio – Individual Report

HOW THE TASKS WERE SPLIT UP:

There weren't any definitive ways the task was split up between my partner. We did peer programming when we were both available and we programmed on our own when we had a sudden inspiration and felt like putting our ideas down.

PERSONAL CONTRIBUTIONS:

One of my largest contribution was adding the gif generation functionality. I wrote the code that keeps track of all the frames (when it is being recorded), creates BufferedImages based on the captured 2D boolean arrays (the game grid) and stitches up the images to create a GIF file. I later expanded the program to run the gif generation on a separate thread so the users can carry out other tasks as well as displaying the "loading bar" that is updated based on how many frames were generated and is remaining.

My next large contribution was adding the color changing functionalities. This includes adding the "Custom" color picking options for both cell colors and background colors. Later, I furthered the program to automatically calculate the "ideal" grid line colors based on its background.

I also have smaller contributions such as adding UI and logic to change the frame rate, play/pause the game, and for the "next step" button.