

TDD Game of Life



Project Brief

The aim of this project is to create a simple implementation of Conway's Game of Life using Test Driven Development and Ping Pong Pair Programming.

This project is focussed on a simple implementation of the rules applied to a cell and does not need to be a full implementation of the game.

Your Project

The game should be created using JavaScript. The game function should apply the following rules:

1. Any live cell with fewer than two live neighbours dies as if by under population.
2. Any live cell with more than three live neighbours dies, as if by overcrowding.
3. Any live cell with two or three live neighbours lives on to the next generation.
4. Any dead cell with exactly three live neighbours becomes a live cell.

Deliverables

The address for the GitHub repository.

The address for the GitHub pages.

Extension

The simple functionality could be extended to include display of the current cells and how they change at each iteration.

The display could allow a user to set the initial state of the game.