Writeup question 1:
For this question I decided to use a struct to represent the data point. To rotate it, I used the formula that a counterclockwise rotation of point (x, y) gives the point (-y, x), and a clockwise rotation would give point (y, -x). The tests were written to test a point with both positive starting coordinates, and a point with both negative starting coordinates, rotating in both directions.

Question 2:
In this question, I decided to break up the game of life into a few different functions. One function was to generate the board, which took an Option<T> argument to allow the placement of an arbitrary number of starting locations, or no starting points. Another function was written to display the board, as I initially wrote it as a vector of vectors containing boolean values. Two other auxiliary functions were written as well. The first was written to calculate the liveness of a cell, checking its neighbors and calculating if the cell should be alive or not. The second function runs one iteration of the game, and returns a new board corresponding to the state of the board after one iteration of the game.