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Purpose: To create a graphical educational tool for cellular automata.

Functional Requirements:

1. Print a visual display for of the rule with 2 print options
   1. Have the display step through and highlight the cell being filled as well as the rule being used to fill it
   2. Allow each cell to be filled without the step through time’s delay (allow user to turn this on and off)
2. Have an explanation showing on the screen as the rule is being processed
3. Create a video file that has voice over with an explanation
4. Allow the user to set begining states
5. Allow the user to select colors for the fill
6. Allow the user to change the size of the display picture
7. Allow user to pick any valid rule from a list.

1st iteration: requirements 1b and 2b

2nd iteration: requirements 2a, 3, 4 and 7

3rd iteration: requirements 5 and 6

Non-Functional Requirements

The program shall be done with Java as requested by the client and we will be using JavaFX for the graphic user interface.

After one semester the system should be able to run and be modifiable for future add-ons.

Domain Requirements

A base understanding of cellular automation rules and how to apply them.