Green vs. Red

“Green vs.Red” is a game played on a 2D grid that in theory can be infinite (in our case we will assume that x <=y < 1000).

Each cell on this grid can be either green (represented by 1) or red (represented by 0). The game always receives an initial state of the grid wich we will call “Generation Zero”. After that a set of 4 rules are applied across the grid and those rules from the next generation.

Rules that create the next generation:

1. Each red cell that is surrounded by