

Agent-based modelling of complex systems

Assignment 3

Janusz Szwabiński

1. Implement Conway's Game of Life model (https://en.wikipedia.org/wiki/Conway_Game_of_Life) in a programming language of your choice. Your program should read initial configuration of the grid from a text file and generate an animation illustrating the evolution of the system.
2. Prepare configuration files resulting in interesting (in your opinion) patterns during the simulation.