cli game of life

Topics:

- clean code
- [Conway's Game of Life](#)

Task description:

- the main point of the task is to practice maintainability.
- if creating the game of life takes you too long, take one of your previous tasks (such as pokemon), and apply the maintainability section tasks to it.

game tasks:
- create a cli based game of life simulator.
- print 8*8 grid.
- the user can input on what cells there is a living square.
- the user populates as many squares as he wants, and then marks how many rounds he wishes to simulate.
- simulate according to the rules of the game of life, up to the number of rounds.
- a round is when each living square and neighbors was calculated.
- print the results of every round.

maintainability tasks:
- create logical folder names and file names
- make sure your files are logically located.
- make sure that your functions are well named and logically located

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- make sure your functions are short and have single responsibility.
- add good documentation
- start with a main function that reads like english, and build the rest of the project around it.
  for example:
    def main():
      create_board()
      get_user_params()
      start_game()
      print_results()
  do the same for every function you write that handles more than one task.
- create a readme file
- add logs to your project, for each function. write the logs into a file.
- write your code in a modular way.
- write your code with any kind of setup (makefile, setuptools, or any other thing you need). use requirements.txt