[File](https://moodle.epfl.ch/mod/resource/view.php?id=966059)

*History of changes below.* ***3.11.2020:*** *- In 3.6.1 and 3.6.2, we now refer explicitly to live neighbor cells (instead of neighbor cells) in both the arguments and return value itemized lists. OK* ***5.11.2020:*** *- Changes have been made in section 3.1.3, regarding the way the game speed changes in function of the SPEED parameter changed. The game speed should no longer be increased by 2x every time the SPEED is incremented, it should rather be increased SPEED times from the original speed. OK  
- b2/b4 confusion was resolved. B4 represents the units, while b2 represents the hundreds. This was updated in section 2.4.1. Moreover, the arguments a0 and a2 of the procedure change\_steps in section 3.5.3 have been swapped (a0 takes b4, a2 takes b2). OK  
- Fig. 8 was updated, changing b0 to b3 in the transition from RUN to INIT. ok  
- GSA\_ID inversion was moved from draw\_gsa (section 3.3.1) to update\_gsa (section 3.6.3). \* A missing call to draw\_gsa() was added in the final algorithm.*ok

***9.11.2020:*** *- Resolve b2/b4 confusion in section 2.4.2. B4 represents the units, while b2 represents the hundreds.  
- Update Fig. 2****14.11.2020:*** *- typo, change\_steps procedure in 3.5.3 is called change\_steps not change\_step  
- clarification in change\_steps procedure in section 3.5.3: It is possible that multiple of the function arguments can be set to 1.  
- The examples in sections 2.4.1 and 2.4.2 are updated, because the initial value of the 7-seg is X001. To achieve 870, one must press the button 2 8 times, button 3 7 times, and button 4 15 times.   
- Reminder about the random mask moved from section 3.4.1 to section 3.6.4. The procedure random\_gsa has nothing to with the mask, it was there just as a reminder, and the mask is applied to the GSA by the mask procedure.*

***21.11.2020:*** *- Change section 3.8.1. In case the game state is INIT or RAND the game displays steps on 7-SEG and then returns 0, instead of just returning 0.  
- Change a typo in section 2.4.3, to be consistent with section 3.5.2. The game is running if Game paused = 1, so when entering the RUN state, the game is automatically set to run (Game paused = 1, not 0).*