

User Manual

Game of Life

To run the Game of Life implementation. Enter the “GOL” directory in the terminal and run the command:

```
./gradlew run
```

To run the optional Glider Gun setting:

```
./gradlew run --args="glidergun" (double dash before the args keyword)
```

Multistate

To run the Multistate tool. Enter the “MultiState” directory in the terminal and run the command:

```
./gradlew run --args="<Win Threshold> <Randomness Factor> <Initial Configuration>"
```

There are 3 initial configurations:

“0” – Rock Paper Scissors Lizard Spock

“1” – Rock Paper Scissors, with a defined triangle layout

“2” – Rock Paper Scissors

Falling Sand Simulation

To run the Falling Sand Simulation. Enter the “FallingSandSim” directory in the terminal and run the command:

```
./gradlew run
```

3D Tool

To run the 3D tool. Enter the “3D GOL\x64\Release” folder from file explorer and run the “3D GOL.exe” file.

To change the ruleset, open “main.cpp” file in a text editor, and adjust the rules at the top of the file, highlighted by the “//Game Variables” comment. This will require you to rebuild the solution, and then can be ran the same way.

