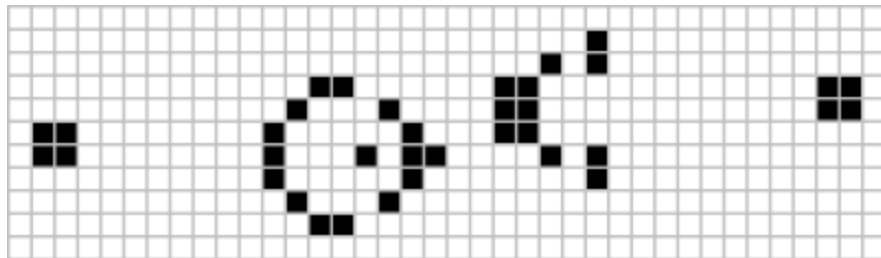Tyson Welt
CS 162
Jan 19th 2015
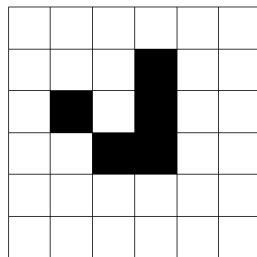
Project 1: Design Document
Design:
Input is going to be a couple prompts for the user that will determine starting patterns.
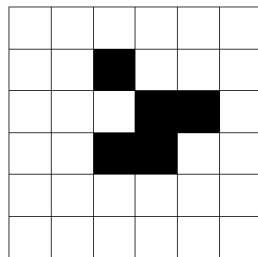Output will be a 80x22 board. And questions to continue and stop.

- Functions
    - Draw Board
        - Two for oscillating loops.
    - Initialize Game Array
        - Two for loops to loop through booleans.
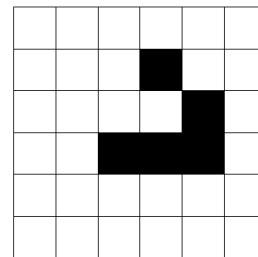   - Print board
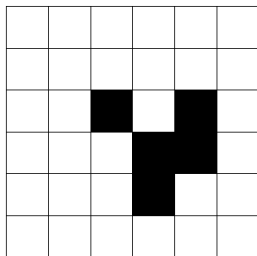   - X == Alive, _==DEAD
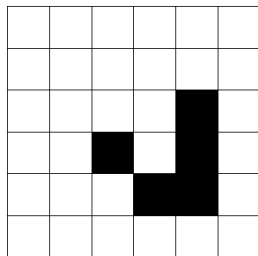   - Make canon

    -
    - Make glider

| t = 0 | t = 1 | t = 2 |

| t = 3 | t = 4 |

-

- Clean side of board
    - Prevents backlash of rogue blocks.

- Test plan
    - Make the board
        - Test stable objects by running the board and observing pattern changes.
        - Test random objects using rand().
        - Test both.
- Test results
    - Need to alter the coordinates for glider gun to make sure it's on the board
    - Need to change location in program to clean the board so nothing interacts with items on the board
    - Need to be more clear with the instructions.
        - Stop command?
        - Infinite board?
        - Specifics.