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Game of Life

Plan

- I will use class called Conway.

- I will create 2 dimensional array (80x22) of char called array
        - dynamic array from double for-loop
        - I decided to have two arrays. Array #1 (current world) would be checked with function generation(below) then array #2 is changed accordingly to represent the next generation. Then array # 1 copies array #2, then repeat.

- function display will display the world
        - double for loop will be used.

- void function called generation will give birth and death to each cell
        - if statement to check for death and birth
        - will need much more complicated and separate if statement for edge cells
                -if array is array[i][j], I can go 'if (i ==22) or (i==80) or (j==1) or (j==80) then...
        - for corner cells, I'll have more complicated if-statement
        - cells will be checked row from top to bottom, left to right.

- After initial success with fixed configuration, I may assign each cell to a number (1 through 1760) and let the user input number to decide live cells. (typing 'n' to stop any more input)

- After each generation is displayed, the user can continue by pressing 'y' or abort with 'n'.