

# Game of Life

This world depicts a three-dimensional version of Conway's "Game of Life," a simple cellular automata. Conway's original was played on a two-dimensional grid, and followed the following rules: 1) A cell is born to a square if that square is surrounded by exactly three living cells, 2) A cell survives to the next generation if it is being touched by exactly two, or exactly three living cells, and 3) A cell dies if it is touching less than two or more than three cells. In this implementation, we are no longer restricted to two dimensions.

