Counter Strike Global Offensive is a new game based off Counter Strike Source. GO brought better graphics, new map, and an economy. Players spend real money purchasing items that make their character look cooler (but don’t add any tactical advantage). Many people don’t even play the game but solely buy and sell the virtual items for profit. I wanted to make this game of life to mimic a trader in the economy. The bank can grow; however, they must make the correct decisions to maximize output.

The goal of this game is to grow the initial bank size to as big as possible. User will have up to 10 strategic placements to add items to the clicked square to attempt to keep the bank as big as possible.

Upon opening this program press new to start an initial community. You then can progress to the next community by pressing next.

Rules:

1. Any item cell with fewer than two live neighbors die, due to not enough economic activity.
2. Any item cell with two or three trading partners surrounding it lives on due to accumulated wealth.
3. Any item cell with more than three trading partners dies, due to competition driving prices down.
4. Any non-occupied cell with exactly three trading partners becomes an item cell, by a thriving economy.
The game ends when either your economy reaches a stable point or mismanagement of the economy on the users part leads to another 2009 downturn.

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