BACKGROUND
The story behind this game is that you are a gardener that will be given a garden that is randomly populated. Your job is to place a new flower in the garden after each generation to try to keep the flower garden from dying.

GOAL
You will be adding a new flower to the randomly populated garden after each population. Your task is to look for a population of flowers that you see will die off in the next generation and place a new flower there, however, there may be more than one population that will die off so you must be careful in placing the flower because you want to try to help the population that could possibly survive the longest.

In each step, the following transitions occur:
1. Any live cell with fewer than two live neighbors die, caused by under population.
2. Any live cell with two or three live neighbors lives on to the next generation.
3. Any live cell with more than three live neighbors dies, by overpopulation.
4. Any dead cell with exactly three live neighbors becomes a live cell, by reproduction.

HOW TO PLAY
• Use the “New” button to select a new random flower community, which is the first generation.
• Use the “Next” button to show the next generation of flowers.
  (Note: You will need to click the next button twice to move to the next generation. The first click of the next button evaluates the garden and the second click of the next button will show the new generation.)

The game is over when you have a stable garden (when the population and the generation no longer change), until all the flowers in the garden die (population is 0), or you quit the game.