Title: Big Bomb’s Game of Life by Erik Brownell

Backstory
You are a hungry survivor and the only food in the area grows in hostile territory. The enemy would rather die than share part of their supply of fruit. Luckily, the enemies are not smart but they are many. Try your best to grab as much fruit as you can while not getting overrun and captured.

Goal
Stay away from the enemy for as long as you can and eat as much fruit as you can.

How the game is played
Your player will spawn in the bottom left corner and a number of enemies will spawn around the grid. The enemies will move/spawn in a pattern similar to Conway’s game of life. You must survive as long as possible by not allowing an enemy to be adjacent to your character. Explosive bombs will spawn frequently too and you can kick them towards the enemy. A kicked bomb will move in the direction it is kicked until it hits something, make sure to be far enough away when it goes off or you will die. The longer you survive the more points you get but be careful, the game plays faster the longer it goes on.
**Scoring**
- + 100 points for every generation you survive.
- + 1000 points for picking up fruit.

**Controls**
- WASD and arrow keys control your character movement (character is always moving)
- P to pause / play game
- M to mute / unmute game music

**How the enemy moves**
Enemies will spawn and despawn in the following manner.
- if a enemy has 2 or 3 other enemies adjacent to them, they will remain in place.
- if a enemy has less than 2 other enemies adjacent to them, they will disappear.
- if a enemy has more than 3 other enemies adjacent to them, they will disappear.
- if a blank space has 3 enemies adjacent to it, a new enemy will appear in the space.
  - fruit are also counted for this calculation, so they will appear move toward fruit.
- if the enemies reaches a stable state, a new group of enemies will spawn.

**Summary**
Don't let the enemy get to you, survive as long as possible, and never stop moving!