Game of Life

- Forge version ≥ 0.0.16, template on Piazza @443
- Toroidal approximation of game of life (wraps around to simulate infinite board)
- How to get started?
    - Can talk about initial state
    - Can talk about transition states, terminal state, etc
    - Where do init, tran, and term come from?
        - Use of traces gives us transitions, including the initial and final state
    - tran is a field of the trace sig that has been introduced invisibly, gives you the next state (after the transition)

Find initial states that produce the following patterns:
- Still Lifes: things that don't change between each state
- Oscillator: switches between only two states
- Glider: pattern will repeat while moving across the board
    - Cell in the next state is alive if the one above it was alive in the current state