On a Game-Method for Modelling with Intuitionistic Fuzzy Estimations. Part 2

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A new extension of Conway's Game of Life is introduced. It is a continuation of a previous Conway's game extension, given by the authors. Now we use elements of intuitionistic fuzziness that give more detailed estimations of the degrees of existence and of the non-existence of the objects occurring in the cells of the game plane. Rules for the motions of these objects are discussed.