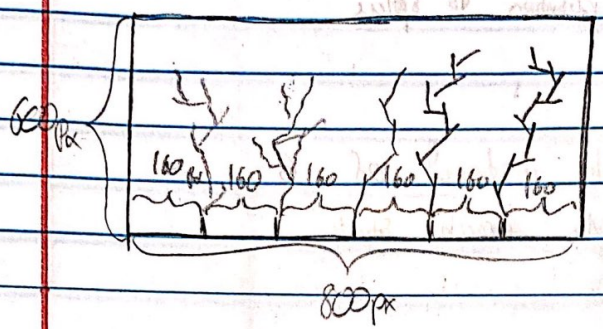
ATLS 1300 PC04: Custom Pattern Pseudo Code.

Idea: randomly generated Coral field.



Need:
- turtle library
- random library
- "for" loops
- tuple of start positions (x, y)
- "range" lists
- 5 clones of the turtle
  - 1 for each coral branch.
- lots of random integer generators

Steps:

1) import turtle and random librarys
2) Setup screen size and bg color.
2.5) create tuple and Position tuple and Color variables
3) Create 5 turtle clones and move them to starting positions.
   - t1 = strtPos[0], t2 = strtPos[1], t3 = strtPos[2], ...
4) Assign colors to turtles using a variable defined with:
   Name = random.randint(0, 255)
   - Do this 6 times
   - Vary these variables between the 5 turtles so they're all different.
5) for i in range(7): # This creates the coral bases #
   tn.fd(random.randint(0,100))
   tn.NAME(random.randint(0,60))
   - NAME = right / left ← will be defined earlier in script.
   - if NAME == right:
     - NAME = left
   - else:
     - NAME = right

Not sure if this will work. Just an idea.

Switched to conditional to test all even values of i in range(10)

6) Use an "if" statement to create branches when i is an even number.
   - Nested if statement to change angle for the branches.
   - Chooses branch angle direction (right/left) depending on what the value of NAME is.

optional → 7) Could add flowers if that sounds fun
- add to branches
- Save branch ends positions to place the flowers

Notes: dropped to 4 stalks instead of 6
- using cardinals to grab branch start positions!