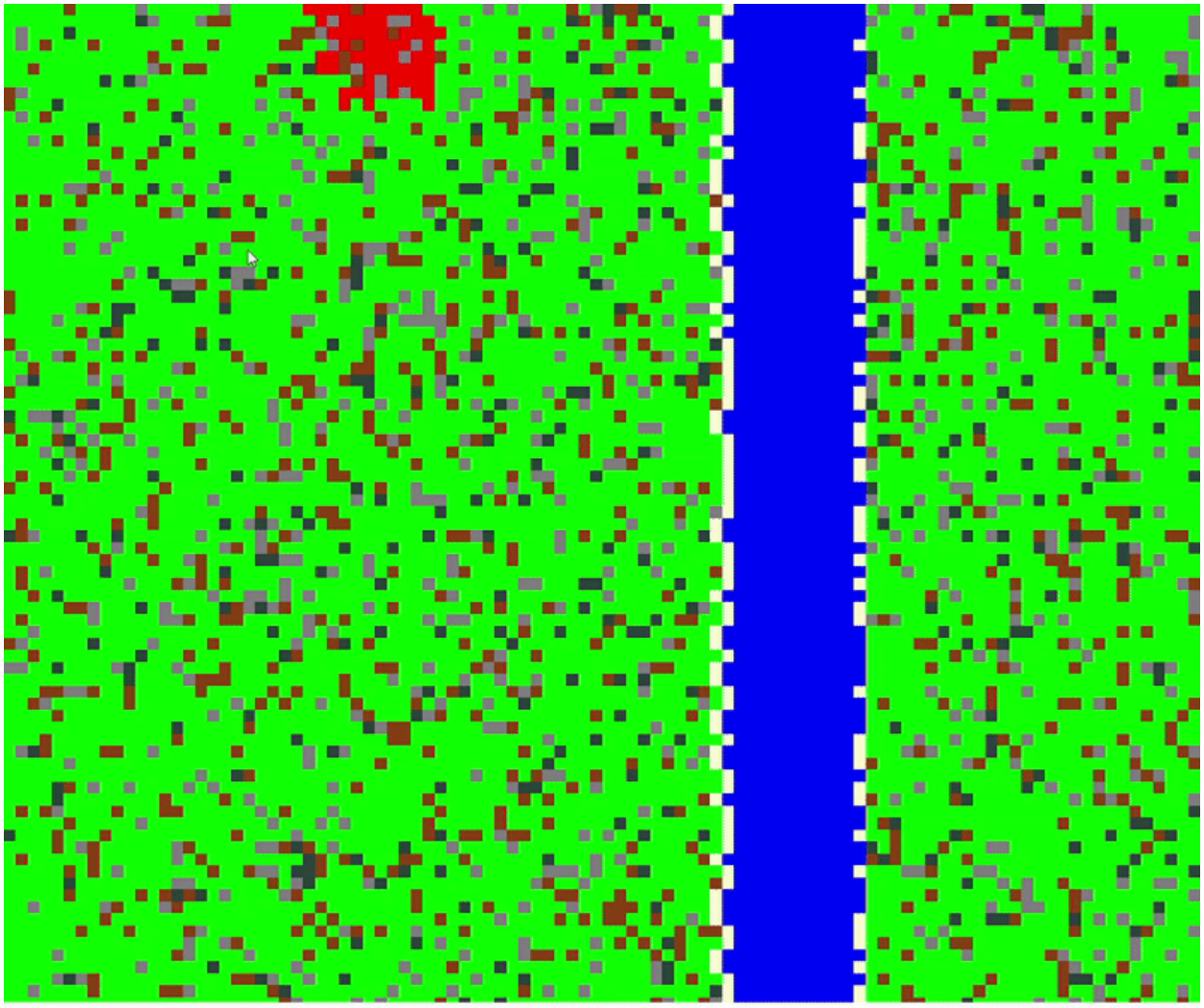
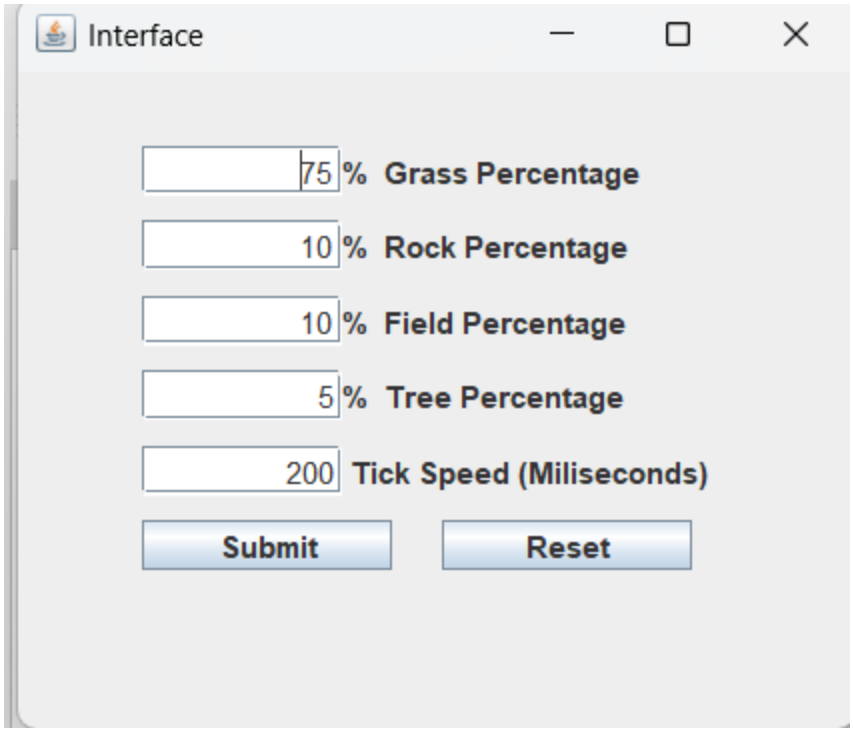
Group Member : William,Sam,Owen





Description:
This program is aimed to simulate a fire spreading through an ecosystem. It includes various objects that behave differently, such as burnable and non-burnable objects. Before running the simulator, the user is able to input the percentage of objects contained in the environment, as well as the tick speed at which the fire spreads. As you can see, there are two sides of the field separated by water. With this in mind, we are aiming to emulate a fallen tree, which will fall at random to let the fire travel across the river. After a certain amount of time, the object that is on fire will turn to ash, which is indicated by the change in color to a darker shade.