# CSD-325 Module 6 Assignment

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Assignment: Bunnell-6.2 - Forest Fire Simulation with Lake Firebreak

## Modifications Made to forestfiresim.py

The following modifications were made to the original forestfiresim.py program:  
  
1. A lake was added to the center of the simulation grid using the '~' character.  
2. The lake is shown in blue and acts as a firebreak; fire cannot spread into water.  
3. Lake cells are static and unaffected by fire or regrowth logic.  
4. These enhancements introduce a realistic environmental barrier into the simulation.  
  
All changes are implemented in the forestfiresim\_325.py file.

## Updated Flowchart

The flowchart below represents the updated simulation logic, showing lake generation and the new rules governing fire spread.

