Problem Description

Develop a game that will allow the user to move with a designated area filled with trees and bluegrass and infested trees. The objective is for the player to move around the lawn and have all trees to not be infected.

Input & Output

Input		
Input Description	Input Mechanism	
Size of environment	User Input	
Number of trees	User Input	
Bluegrass squares	User Input	
<u>Output</u>		
Output Description	Output Mechanism	
Random allocation of trees & Bluegrass squares	Output standard mechanism	

Data Format

Identifier	Data type	Description
Empty Spaces	Integer	Blank spaces for player to move
Trees	Integer	Trees in the Park Space
Bluegrass	Integer	Bluegrass Squares

Pseudo code

Prompt user

Initializing of environment rows & cols ← UserInput

Randomness of Trees←UserInput

Placement of Bluegrass←UserInput

MenuSystem←Allow player to move with attempts

Output

ParkSpace environment

InfectedTrees

