# Flow Chart for Program

# Pixel Rules Summary

Each pixel in the grid represents one of three states:

* Tree ('A')
* Fire ('@')
* Empty (' ')

The simulation follows these rules:

* Trees can randomly grow in empty cells, influenced by a growth probability (GROW\_CHANCE).
* Trees may catch fire spontaneously due to lightning strikes, governed by a fire probability (FIRE\_CHANCE).
* Fire spreads to adjacent tree cells before burning out, turning the burned cells into empty spaces.