# Revision for Forest Fires Simulation

**What the code does:**

This code shows an added water feature.

**Code Changes:**

We added a lake to the center of the display. Making sure that the water has a different color(Blue) to be exact. This water feature is to act as a firebreak, making it hard for the flames to cross through. A -v2 copy was created to keep the lake from fluctuating in size every time the code was ran.

**Flow-chart**:

A diagram of a flowchart

AI-generated content may be incorrect.