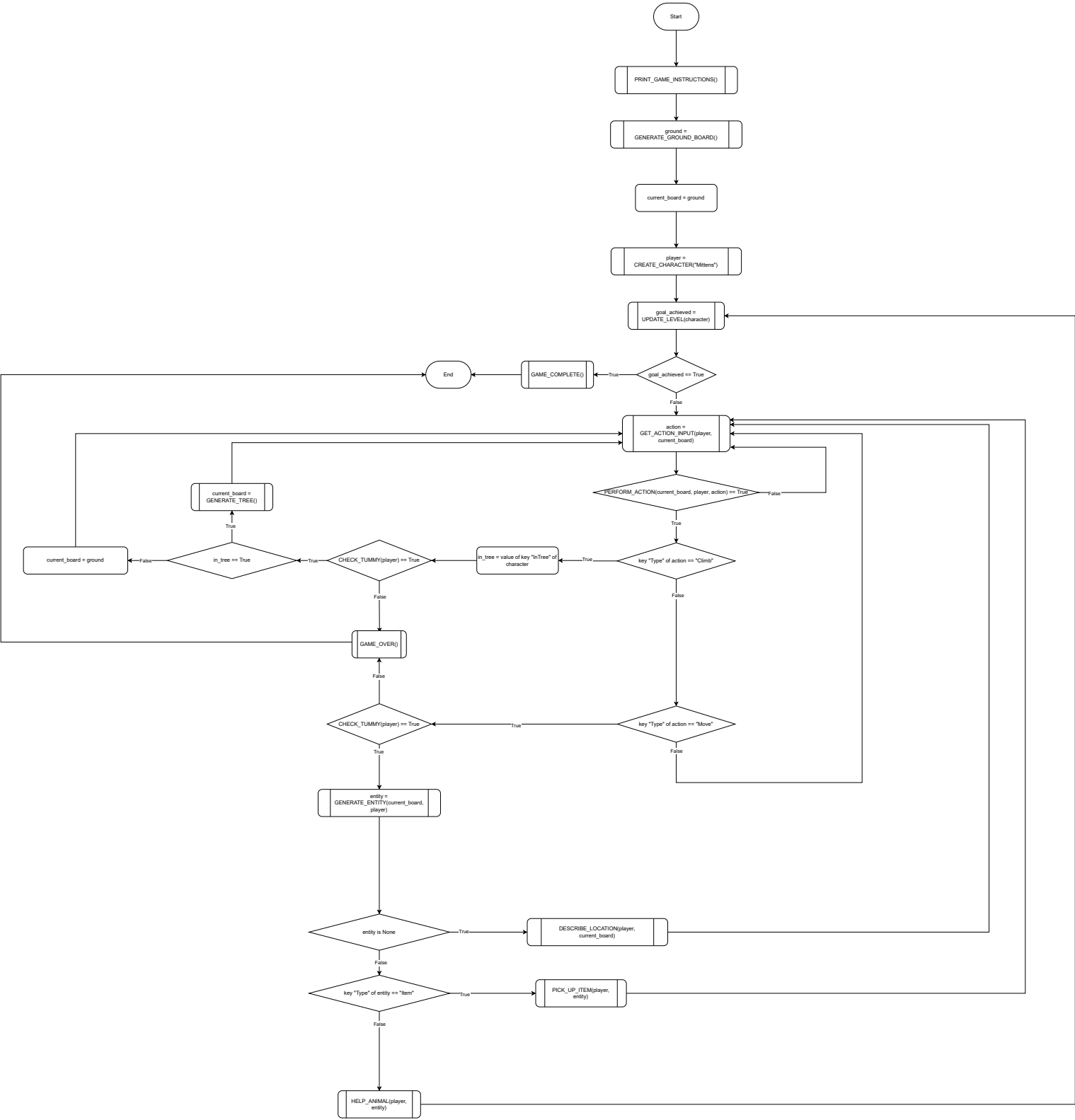
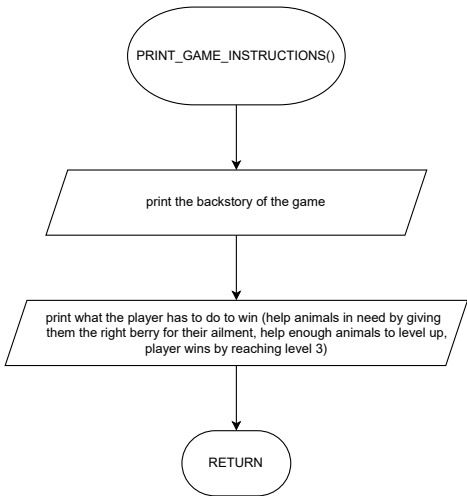
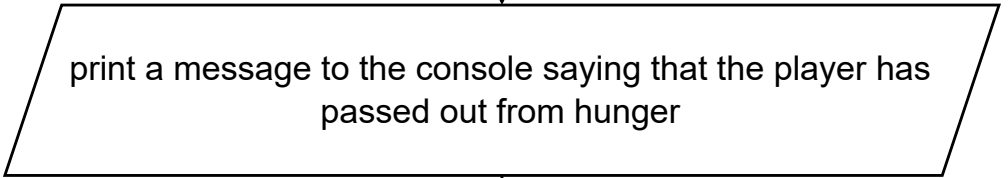
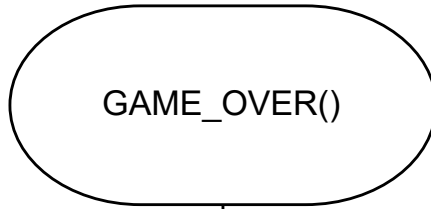
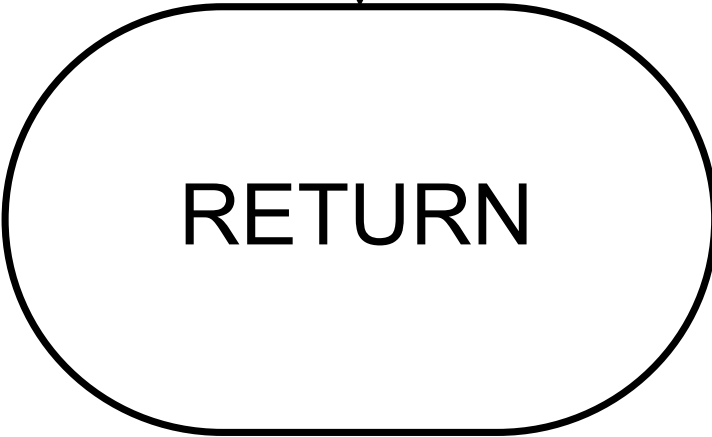
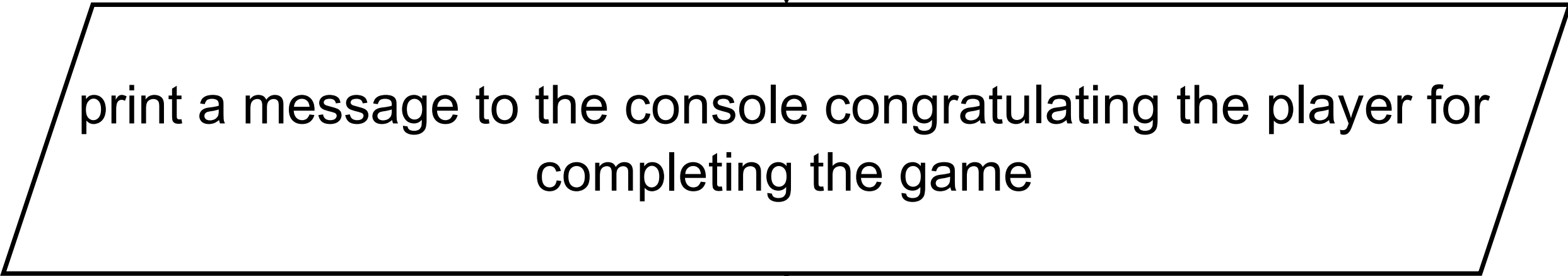
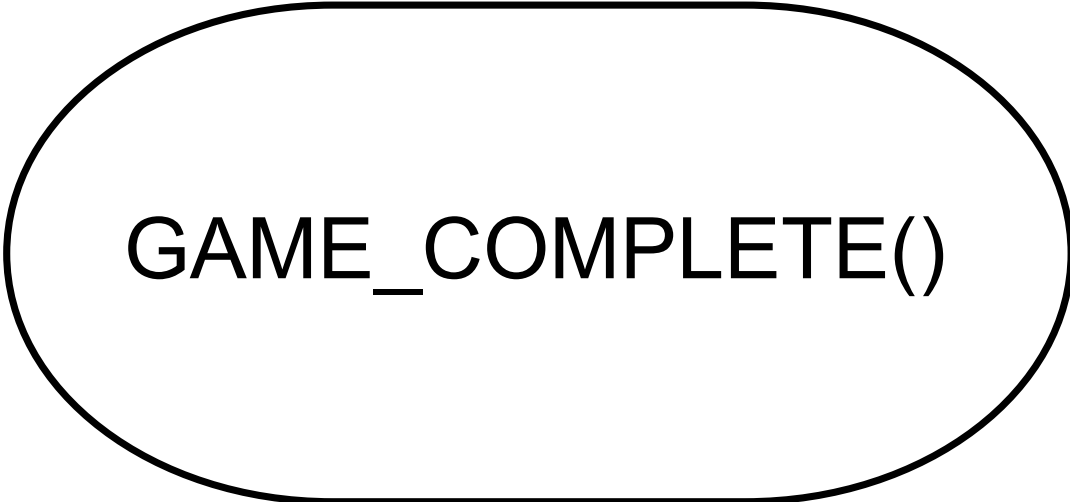


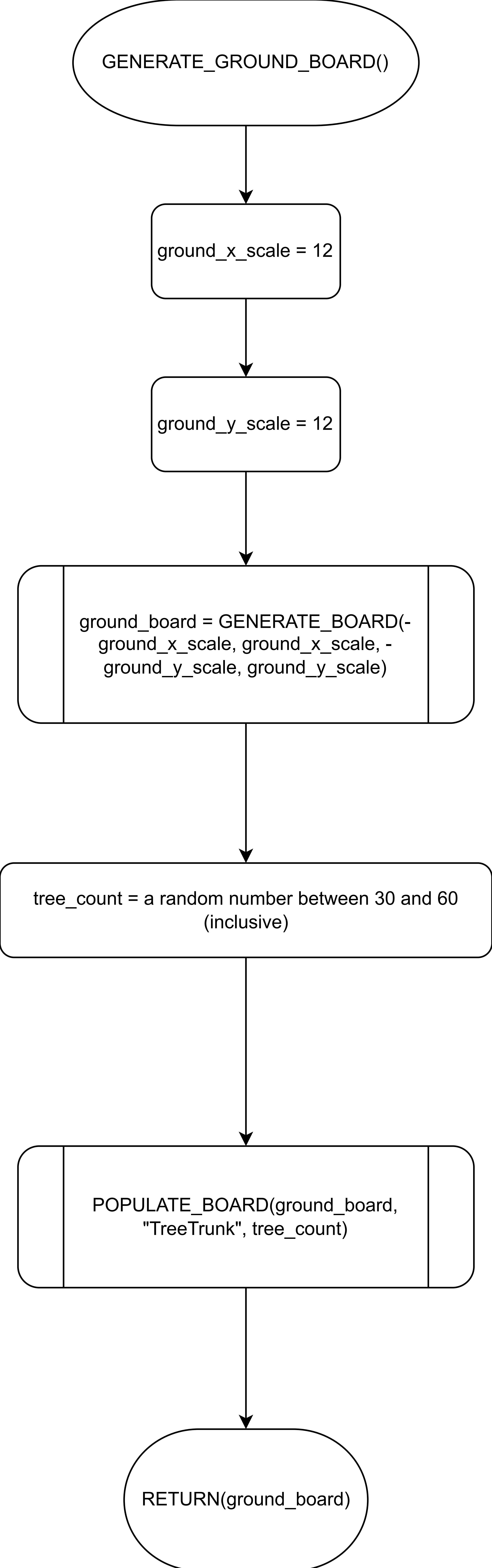
Main Game Function

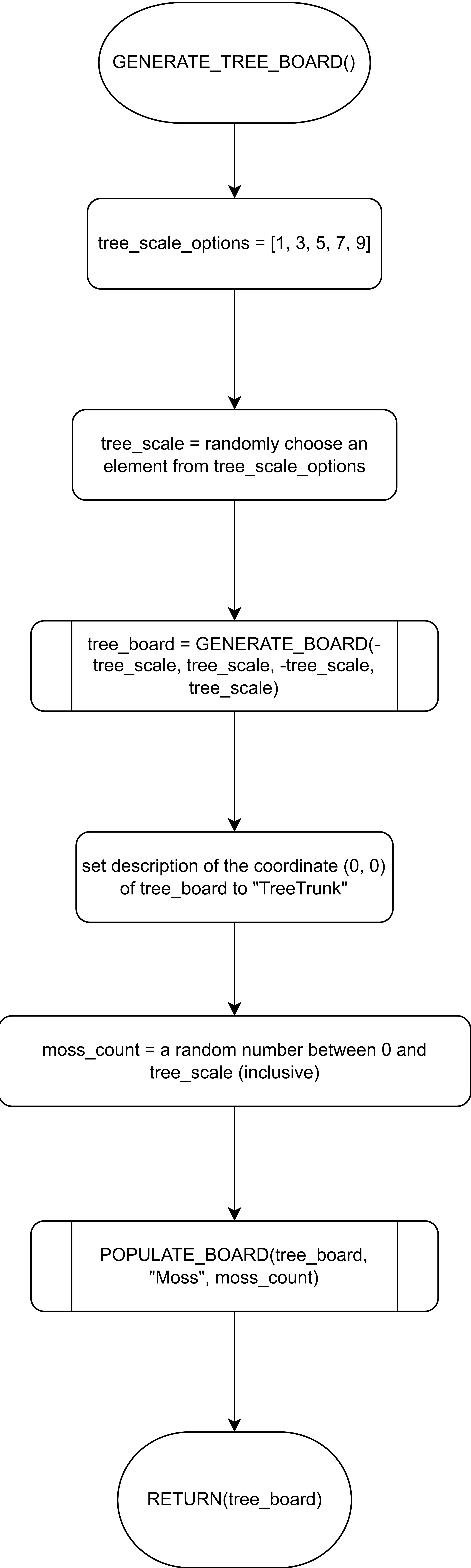












GENERATE\_BOARD(min\_x,  
max\_x, min\_y, max\_y)

board = an empty  
dictionary

meta = an empty dictionary

set key "min\_x" in meta to min\_x

set key "max\_x" in meta to max\_x

set key "min\_y" in meta to min\_y

set key "max\_y" in meta to max\_y

set key "meta" in board to meta

current\_x = min\_x

current\_y = min\_y

current\_x < max\_x

False

RETURN(board)

True

current\_y < max\_y

False

True

add key value pair to board with the tuple  
(current\_x, current\_y) as the key and  
None as the value

add 1 to current\_y

add 1 to current\_x

current\_y = min\_y

