

GENERATE_TREE_BOARD()

tree_scale_options = [1, 3, 5, 7, 9]

tree_scale = randomly choose an
element from tree_scale_options

tree_board = GENERATE_BOARD(-
tree_scale, tree_scale, -tree_scale,
tree_scale)

set description of the coordinate (0, 0)
of tree_board to "TreeTrunk"

POPULATE_BOARD(tree_board,
"Moss", tree_scale)

RETURN(tree_board)