Pseudocode
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Algorithm Project 2/7/19

Variables

- xloc, yloc = locations of dots for starting points of triangles
- point1x, point1y = locations of other point on triangle
- point2x, point2y = locations of other point on triangle

Set up

- Canvas
- Background (black)

Draw

- Create an "invisible" (black) grid of dots (that can be indexed) in the shape of an ellipse
  - Use sin and cos operations, xloc and yloc variables
- For n=# of dots in the ellipse grid
  - Draw an initial triangle
    - Randomized color
    - One point at location of first indexed dot on ellipse grid
    - Other two points randomized within certain guidelines
      - Location of first dot + random(10, 20) in both x and y direction
  - If the difference between the two dots is greater than 30, draw a new triangle on the dot of the grid to the left
  - If the different between the two dots is less than 30, draw a new triangle on the dot of the grid to the right
- Start a new larger outer circle, repeating the same process