Start Game

In Game

Start Menu

Check End Game

Extinguish

Spread

Ember

Fire Actions

User Actions

Evacuate Units

Move Units

Deploy Units

Update Tracking

Update Board

Update User Bar

Generate .dat file of new seed

Load existing .dat file

Launch Application

**Dat File**

#Array Width

#Array Height

#

# Data Index Width #Data Index Height #Landscape Height #Data State [Grass / Fire / Water / Trees] #Color1 #Color2 #Color3

# Data Index Width #Data Index Height #Landscape Height #Data State [Grass / Fire / Water / Trees] #Color1 #Color2 #Color3

# Data Index Width #Data Index Height #Landscape Height #Data State [Grass / Fire / Water / Trees] #Color1 #Color2 #Color3

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# Data Index Width #Data Index Height #Landscape Height #Data State [Grass / Fire / Water / Trees] #Color1 #Color2 #Color3

. . .

# Data Index Width #Data Index Height #Landscape Height #Data State [Grass / Fire / Water / Trees] #Color1 #Color2 #Color3

EOF