Forest fire simulation pseudocode

This is a modification of the Forest Fire Sim program in Al Sweigart’s *The Big Book of Small Python Projects* (2021). You can download the original code at <https://nostarch.com/big-book-small-python-projects>.

# Objective

This program will simulate a forest where trees randomly grow and catch fire.

# Instructions

* Import modules (pygame, random, time)
* Set constants:
  + Width: 80
  + Height: 50
  + Size: 30
  + Speed: 0.5
  + Initial forest density: 0.2
  + Grow chance: 0.01
  + Lightning chance: 0.01
* Load the images
* Make a function to create the forest:
  + Create an empty forest dict
  + Iterate over each square in the grid:
    - If a random number is less than or equal to the initial tree density:
      * Add a tree to the forest dict
* Make a function to draw the forest