

Component C. Personalized Project Reference.

Procedure:

i.

```
def create_tree(next_tree_time):  
    for i in tree_list:  
        i.centery -= y  
        screen.blit(tree_surface, i)  
    if pygame.time.get_ticks() >= next_tree_time:  
        tree_rect = tree_surface.get_rect(  
            center=(random.randint(0, screen.get_width()),  
                    screen.get_height() + 100))  
        tree_list.append(tree_rect)  
        next_tree_time = pygame.time.get_ticks() +  
random.randint(int(150 - y), int(500-y))  
        return next_tree_time  
    else:  
        return next_tree_time
```

ii.

```
initial_tree_time = create_tree(initial_tree_time)
```

List:

i.

```
if pygame.time.get_ticks() >= next_tree_time:  
    tree_rect = tree_surface.get_rect(  
        center=(random.randint(0, screen.get_width()),  
                screen.get_height() + 100))  
    tree_list.append(tree_rect)
```

ii.

```
for i in tree_list:  
    i.centery -= y  
    screen.blit(tree_surface, i)
```