User Manual

- On the first line, enter what you wish your output file to be named as. Make sure to add ".txt" to the end of it. Ex. "Output5.txt"
- When the program asks if you want to see the directions, type 'y' or 'Y' to see the directions
- Once the simulation begins, enter the amount of fuel you wish to burn, this value can range from 0 to 30. Careful though, if you burn all your fuel, you will fall to your doom.

System Manual

- This program is based on <u>average</u> velocity, so results may not be the most exact values
- The program assumes that the user burns fuel for an entire second, so the program prompts for fuel amount every second
- The directions are read from a file named "input.txt", make sure to change the code if your direction file is named something else