Code functionalities

- Drone can find fire in any map size where there is enough Fuel
- Drone records and outputs the Euclidean distance of the fire when the fire is less than 10 away
- Drone outputs its location when the fire is found
- Drone records steps to fire location via X Y values on the map grid
- Drone is autonomous
- Fire is randomly set
- Drone can potentially traverse all available space where there is fuel

Document code limitations

- Drone has limited fuel
- Fire does not expand like real world fires
- Drone speed is capped at 1 meter per second
- Drone can not use other clues to find the fire
- Drone searches the left and right most edges of the map where it does not need to, instead it should create another border which is the Euclidean distance inside the map as the new search area
- if the fire is at the top right corner of the map the drone will take a long time to find the fire