Factor Frenzy
User Manual

- ## Objective:
  - The objective of the game is to get four consecutive products by multiplying two numbers together. The CPU and player will alternate turns in which they can both change one of the two common numbers. After the number is chosen, they are multiplied and the product is marked on the board. The objective is to make a line of 4 products to win the game.

- ## Gameplay:
  - The game starts by getting two random numbers (1-9) then player one has their first turn. In this turn the player can choose to change either of the two numbers to get their desired product. Then the CPU goes and changes one number which gives the CPU their product. The products are all marked with a specific symbol which is braces for the player and brackets for the CPU. They will both continue to play until one gets four in a row.

- ## Controls:
  - To play the game the player will need to decide what strategy they want to follow and pick numbers accordingly. To pick and choose different numbers the player will first need to type in what number they want to change so if they want to change the first number, they can input a "1" and if they want to change the second, they will input a "2". After this they can choose any number 1-9 that they want to change to so that they can get their desired product.

- ## How to Run:
  - To run the game on MARS you first need to download all the different files and open them in the IDE. Then you need to access the settings to enable the "Assemble all files in directory" setting. After enabling this you need to assemble and run the "main" file to play the game successfully.