* The program starts and lets the user play or go to instructions

**How the program is supposed to work**

* If they go to instructions, there’s gonna be a set of menus that explain the rules and then dump them into the game
* If they select play, they will be brought to the game.
* When the game starts, the user will be prompted to enter the number of players, max of 4.
* Once the desired users has been inputted, an array with that many hands will be created.
* Each hand will contain the current resources a player has and a scorecard to record what they’ve built.
* Once the hands are created, the array will be passed into a new BuildPhase object.
* In build phase, each player will have 10 turns to create whatever rocket they can. This part works pretty much identical to Yahtzee.
* Once BuildPhase is over, a new object of Spacephase will be created with the same hand array.
* The spacephase class will read from each hand’s scorecard when that player’s turn occurs. As in, you only need to read what parts and how much fuel/crew members a player has when a player’s turn occurs. You don’t need to keep the older player’s information in any local variables.
* The player can choose to go ahead steady, ahead slow, and ahead fast. Ahead steady uses the normal amount of fuel and normal percent (Maybe 5%) chance of accident. Ahead cautious uses two fuel, but there’s no chance of accident. Ahead fast uses two fuel, there’s a higher chance of accident, but 2.5x the distance.
* When each player finishes all their fuel, they will have their rocket displayed on the size. For backend we’ll probably need an int array to hold the distances and some sort of graph on the GUI.
* Once spacephase is over, we’ll have another screen that displays the top score and we’ll write the top score to a file.