

CONTROLLER
CONCERN



USER MANUAL

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INTRODUCTION

Controller Concern is an air traffic controller game in which the player must prevent aircraft from colliding with each other. The player can do this by issuing commands to individual aircrafts such as: turn left, turn right, increase altitude, decrease altitude, accelerate, decelerate and also direct the aircraft to waypoints on the map. The player can mark their own waypoints on the map too.

SYSTEM REQUIREMENTS

- KEYBOARD, MOUSE
- WINDOWS/LINUX/MAC OS X
- SOUND CARD
- AT LEAST 11 MB OF FREE SPACE AVAILABLE ON HARD- DRIVE
- JAVA

INSTALL INSTRUCTIONS

- Visit the INI website on the following link:
<http://cremboc.github.io/INI/>
- Click on the ‘Download game (v2) .jar file’ on the top right.
- This would download the game on your computer.
- Opening the .jar file on your computer would start the game.

HOW TO PLAY

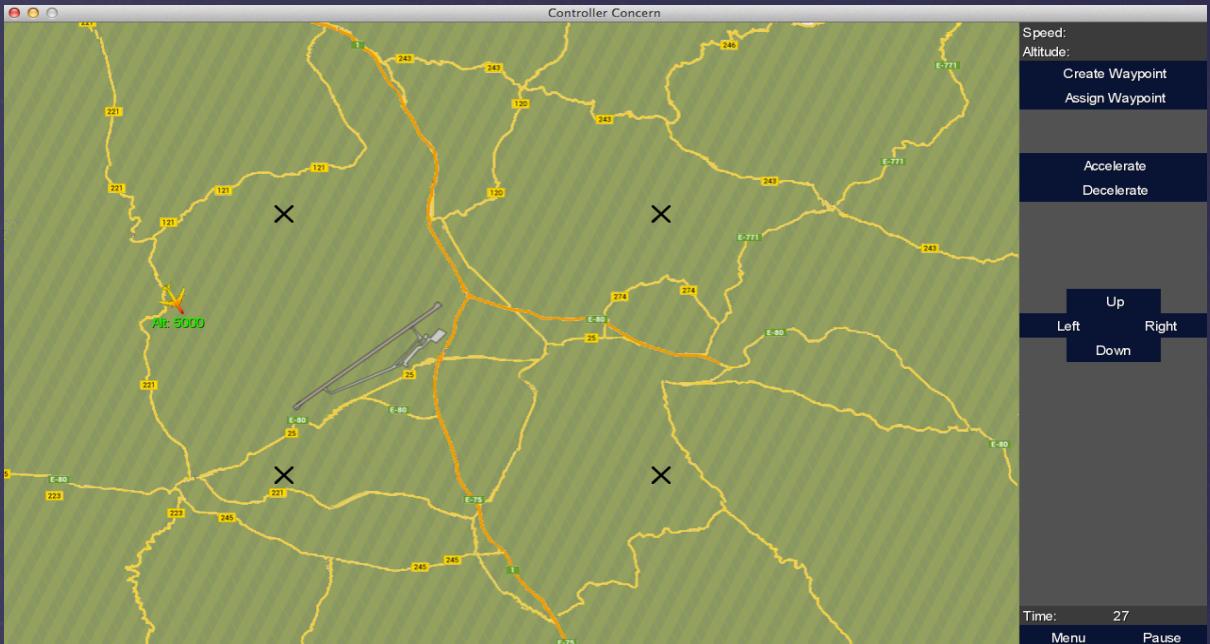
MENU SCREEN

- Easy
 - Opens the game in easy mode
- Medium
 - Opens the game in medium mode
- Hard
 - Opens the game in hard mode
- Exit
 - Closes the game

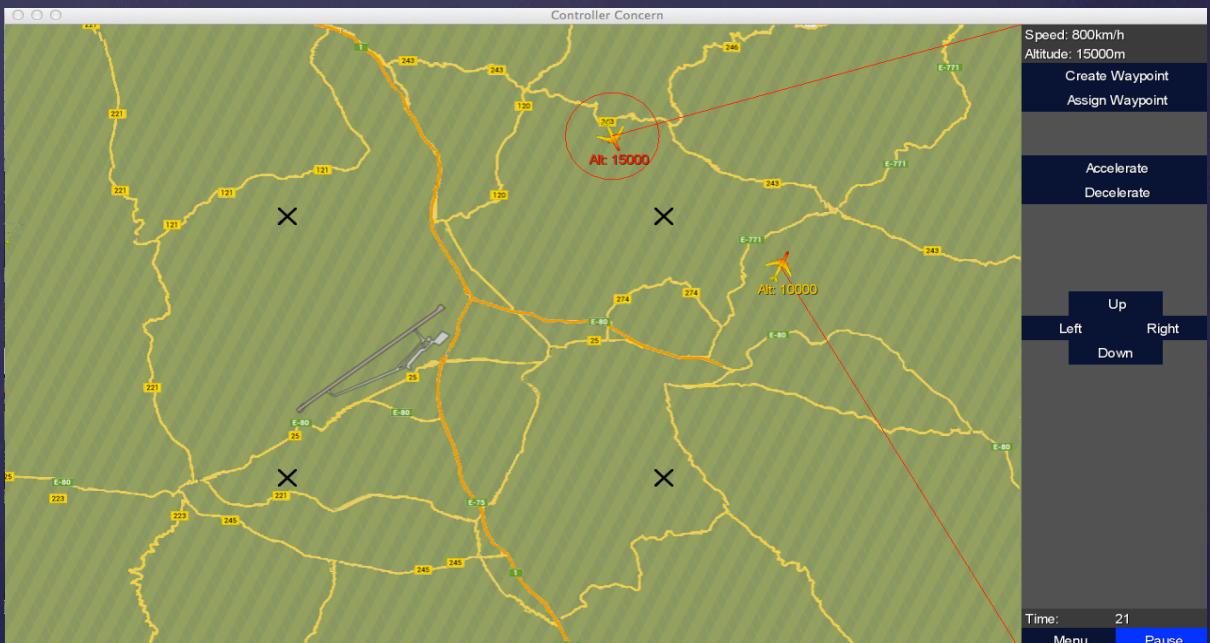


GAME SCREEN

- Clicking one of the options on the Menu Screen will open the game



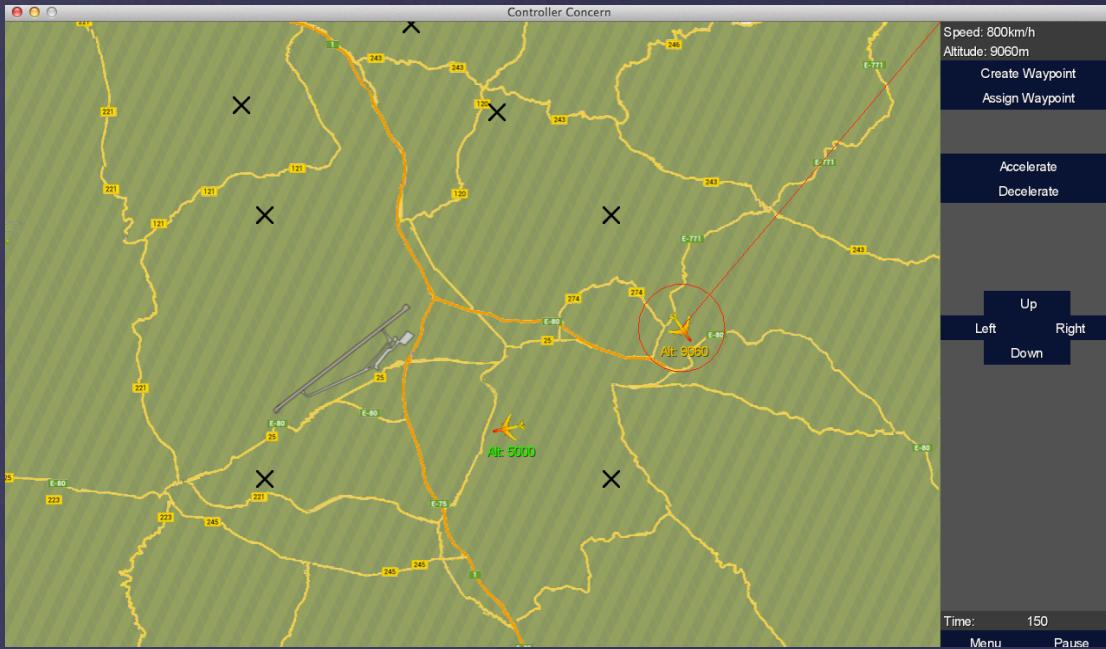
- The game begins with no aircraft selected. To select an aircraft, click on it.



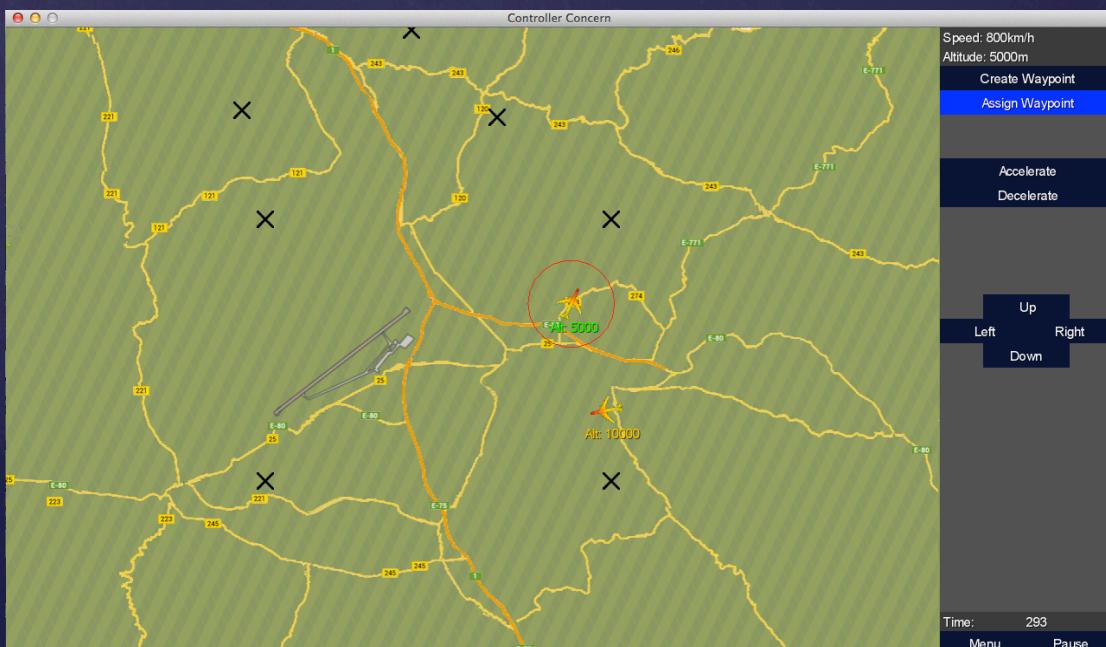
- When Selected the aircraft would have a red circle around it. You will now be able to issue commands to the selected aircraft.

GAME SCREEN - WAYPOINTS

- To create a waypoint click on the 'Create Waypoint' button on the sidebar. Then click anywhere in the airspace, where you wish to create a waypoint.



- To remove a waypoint, have 'Create Waypoint' selected and right click on the waypoint you wish to remove
- To assign an aircraft to a waypoint, click on the 'Assign Waypoint' button. Then select an aircraft and click on the waypoint you wish to assign it to.

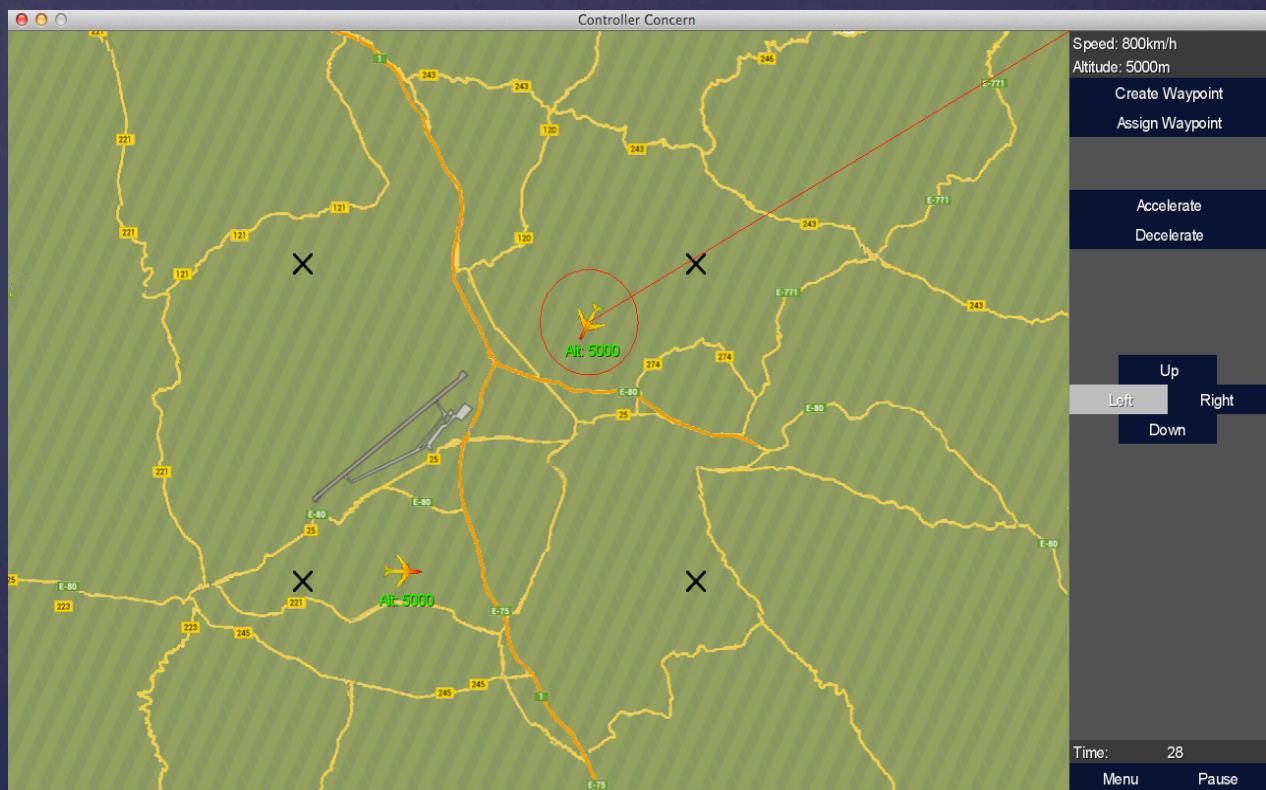


GAME SCREEN – SPEED & ALTITUDE

- ACCELERATION
 - Select an aircraft and click on the 'Accelerate' button on the sidebar
- DECELERATION
 - Select an aircraft and click on the 'Decelerate' button on the sidebar.
 -
- INCREASING ALTITUDE
 - Select an aircraft and click on the 'Up' button on the sidebar. A high altitude will be indicated with a red number next to the aircraft.
 -
- DECREASING ALTITUDE
 - Select an aircraft and click on the 'Down' button on the sidebar. A low altitude will be indicated with a green number next to the aircraft.

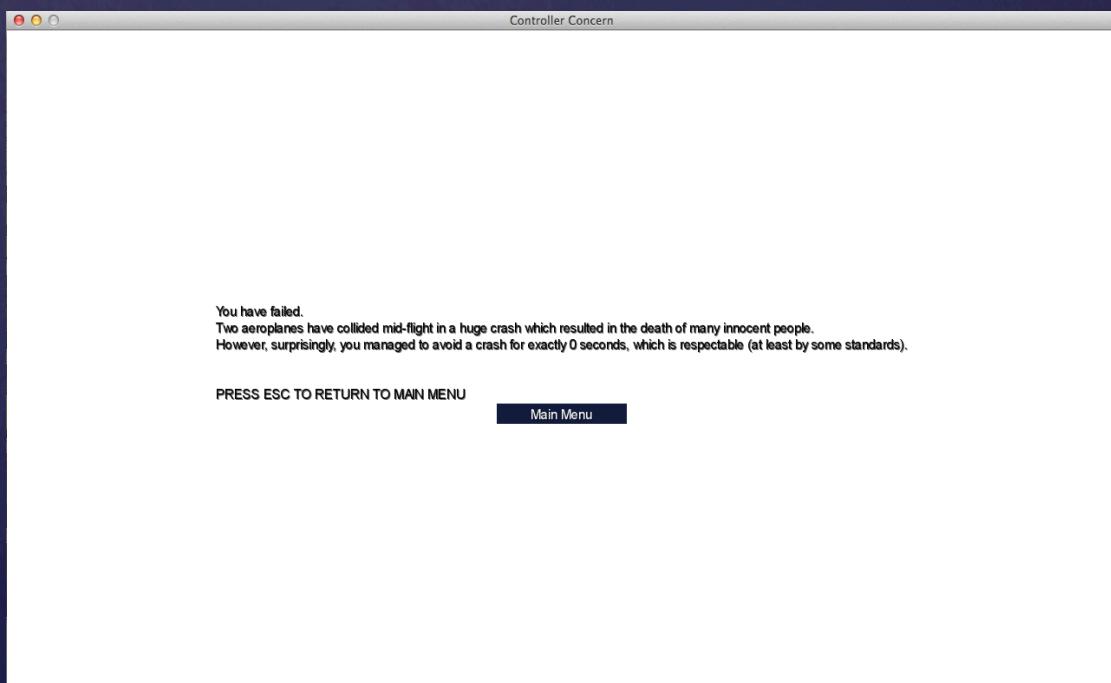
GAME SCREEN – TURNING

- To make the aircraft turn left, select an aircraft and then click the “Left” button. The aircraft is now under your complete control and you cannot relinquish this. A red line indicates the aircraft’s desired exit point.
- To make the aircraft turn right, select an aircraft and then click the “Right” button. The same result applies.



GAME SCREEN – PAUSE, MENU & END

- PAUSE
 - Click on the 'Pause' button on the sidebar. Click on the same button to resume.
- MENU
 - Click on the 'Menu' button to go back to the main menu at any time.
 -
- END
 - When 2 aircrafts breach the separation rules, there will be red circles around both to notify a chance of collision. The game ends when 2 aircrafts collide. Upon collision you would be directed to the end screen that would allow you to go to the main menu.



KEYBOARD SHORTCUTS

- Accelerate
E
- Decelerate
Q
- Increase Altitude
W or ↑
- Decrease Altitude
S or ↓
- Turn Left
A or ←
- Turn Right
D or →
- Pause
Space bar
- Force End Screen
ESC