## Spaceflight controls

- **W** – increase impulse (forward)
- **S** – decrease impulse (slow down)
- **Space** – fires weapon (must momentarily charge, so key must be held)
- **Hold W + Shift** – emergency impulse boost (fuel consumption-intensive super speed for emergencies like getting caught in a gravity well)
- **Mouse**
    - **Cursor to left or right** – banks the probe to desired direction
    - **Left click (when pointing to an object)** – gets object's details (name & population)
- **F** – interact with object (not for paying respects, sorry)
- **Q** – admin privilege (allows emergency stop)
- **1** – test probe in Tier I configuration
- **2** – test probe in Tier II configuration
- **3** – test probe in Tier III configuration
- **4** – test probe in Tier IV configuration
- **5** – test drilling minigame

## Minigame controls

- **W** – accelerate
- **S** – decelerate
- **Mouse**
    - **Cursor** – points direction to move in
- **A** – fine pitch left
- **D** – fine pitch right
- **5** – return to solar system

## Scene: Main menu

- **Start** – takes game to probe configuration
- **Help** – displays help for players (currently just lorem ipsum placeholder)
- **Options** – displays general game options
- **Quit** – exits game

## Scene: Solar system

- **Planets, space stations, and satellites** – you should be able to left click to view their name and population (if applicable), fire at them to kill their population/destroy them, and ram into them since they should be solid

- **Planet gravity** – they should be exerting a gravitation force that realistically increases based on your distance from it and both object's mass. A way to test this is to go towards a planet, decrease impulse or Q override to stop, and see if you start being pulled towards a body.
- **Planet atmosphere** – you should also start burning up if you approach the planet within a certain distance (normally just above the surface)
- ~~**Asteroids** – should normally behave similar to planets but are far smaller and noticeably move. You should be able to interact with them to start the drilling Minigame~~
  - ~~Omitted due to time constraints temporarily~~

## Possible feedback wanted

- **Main menu**
  - Does the menu function as expected?
  - Is the menu alright to use?
  - Opinion on the transitioning between various sub-panels in the Options panel
- **Solar system**
  - Are the controls intuitive?
  - Is the viewpoint from the probe adequate or should the camera be positioned differently in relation to it?
  - Should there be more or less scenery (space stations and satellites) littered in the scene?
  - Is the expanse too big for viable play?
- **UI**
  - Does the health bar and fuel bar work as expected? Would they be better as actual values instead of percentages?
  - Is the mini-map helpful in anyway?
  - Do the co-ordinates work correctly?
- **Minigame**
  - Are the controls intuitive?
  - Can you tell easy and hard object difficulties apart?
  - Should the level be longer or shorter?
  - Should the scene be contracted or expanded?

If you have specific questions, the following will be able to help with their respective area of contribution

- **Solar system and asteroids:** Khalid, Kyran
- **Physics:** Khalid
- **Probe control & ship AI:** Khalid
- **Minigame:** Ben

- **Game UI:** Joshua
- **Main menu:** Luke