[Idea 1: captain temel is drunk/oxygen-deficient

Idea 2: temel is not the designated pilot of the ship and is inexperienced, the other guy fainted.]

[Part 1: Newton’s Laws of motion & arrow key ctrl]

MC: Captain Temel! Captain Temel! Do you copy?

CT: Yes, I’m here…

MC: Are you all alright?

CT: Yeah, I just had a hilarious adventure with these other European astronauts that people will tell each other for years, but I’ll tell you that later.

MC: What? Temel this is a solo mission. Are you oxygen-deficient or something?

CT: Oh… yeah… I am.

MC: Pull yourself together! You are out in deep space! We need to recalibrate your sensors to check if everything’s working before we can get you back towards Earth!

CT: Alright. Let’s see now… This ship is spinning like crazy! But the accelerometer reads zero… So I’m moving at constant speed right?

MC: Yeah, that’s Newton’s First Law! Remember the conservation of momentum and all? [\*\*\*pop-up]

CT: Then why am I even spinning?

MC: Because by the same principle angular momentum is preserved too! Activate those thruster blocks and regain your orientation!

CT: Ok…

MC: The reaction wheels are back online. Turn that nose back to Earth now!

[\*\*\*left-right keys pop-up]

MC: Right, you seem to be facing the right direction now. But some the sensors seem damaged… we can’t get many readings… It seems like you can’t accelerate harder than one G or two [\*\*\* G-Force (acc.) pop-up] or the flight instruments might give up on you entirely.

CT: Then let’s go for a nice round 1G then…

MC: According to our records the total mass of the vessel should be \* kg. How much force can your thrusters deliver right now?

CT: Uh… looks like the usual \*kN.

MC: Good, let’s check our calculations now… [\*\*\*second law pop-up]

MC: Ok go for \*\*\*% thrust!

[\*\*\*up-down keys pop-up; player does so , game doesn’t let you go higher than \*\*\*% for now]

CT: That’s more smoke than usual…

MC: Wait that’s weird… Are the engines not burning properly? Let me just crunch the numbers here…

[\*\*\*third law used to determine mass ejected per second using acc reading and stuff]

CT: Ok, that looks like waaay more than a few kg…

MC: Cut the engines!

CT: Done!

MC: That should have gotten you enough momentum towards Earth anyway…

[Part 2: Newton’s Law of Gravitation & prograde, retrograde]

CT: The accelerometer is showing \*\*\*. But the engines are off and nothing is leaking from the ship…

MC: Then that must be Earth’s gravity pulling you. You’re getting pretty close to Earth. Let’s just make sure that gravity’s the only force acting on the ship… [\*\*\*pop-up; note about Earth also being pulled, but with way less acc because of way higher mass]

MC: Good news, only gravity’s at work here… However, you’ll fly by unless you slow down. [\*\*\*trajectory updated]

CT: Uh oh, where are the breaks?

MC: A space ship doesn’t have breaks! Seriously, what are your oxygen readings?! Just turn your nose around and burn retrograde when you reach the marked position! [\*\*\*pop-up about prograde/retrograde] And don’t go over 2G/\*m/s^2!

CT: Workin’ on it…

[…player does it…\*\*\*]

…

…

[\*\*\*\*… he gets into a legit orbit…]

[Part 2: Work and Energy]

CT: Ok, so if I just let this ship stop orbiting and fall…

MC: You can’t do that! The work needed to stop this ship is tremendous! [\*\*\*work and energy pop-up] You don't have enough fuel for that…

Plus even if you do manage to stop, all that gravitational potential energy will make you crash at a terrible speed! [\*\*\*GPE/KE pop-up]

CT: Ok ok, you didn’t have to give me so many numbers!

MC: We’ll send another ship to rendezvous with you in orbit to pick you up!

CT: Much appreciated…