Plane Panic Manual

Overview - In "Plane Panic", the aim of the game is to direct planes through your airspace while avoiding crashes for as long as possible. Each plane will have its own set of randomly generated instructions and fly around the airspace until it goes through an exit point. The user can give planes new orders, cancel current orders and direct planes to exit the airspace. In future versions of the game, players should be able to land, take off and route planes out of the airspace.

Each plane in the airspace will have an exclusion zone, indicated by a green circle around the plane, when the plane is clicked on. Players will not lose the game for violating exclusion zones, but may potentially lose score. When two planes are violating their exclusion zones, a red circle will be shown around the two lanes to warn the user to change their course to avoid a potential crash. The size of the exclusion zones can be edited on the first screen of the game, a size of 610m is recommended.

Controls - Users can select a plane by left clicking on it. This will bring up information on the panel on the right of the game. The altitude, speed and fuel is displayed in the top right. The fuel of the plane decreases over time and may later be used to implement score.

When a plane is selected, in the middle panel on the right hand side of the screen, there is a queue of the current orders the plane has. A user can scroll through current orders using the mousewheel. The user can also delete orders on the queue:
Clear most recent order - Right click on order queue.
Clear all orders - Left click on order queue.

A user can order planes around the airspace using waypoints:
Fly over - Left click on first way point, then left or right click on second waypoint.
Fly By - Right click on first way point, then left or right click on second waypoint.

Users can also give planes orders using the six buttons at the bottom right of the screen. These allow the player to: Change the planes direction, Change the planes Altitude, Change the planes Absolute heading, Change the planes speed, Land a plane and Take off a plane.

The Direction button allows the user to change the selected planes heading relative to its current heading. When the direction button is clicked, users may enter a value into the text box and press left or right to change the direction of the plane by that many degrees left or right.

The Altitude button allows the user to change the selected planes altitude. A user can enter a value to change altitude by into the text box, and press up or down arrows to either increase or decrease altitude. Altitude is currently limited from 7700m - 11000m

The heading button allows the user to change the selected planes absolute

heading. A user can enter a value into the text box and press set to change the heading of the plane to the new value.

The Speed button allows the user to change the selected planes speed. A user can enter a value into the text box and either arrow key to either increase or decrease the planes speed by the entered amount.

When implemented, the Land button will allow planes to land at the airport in the centre of the airspace.
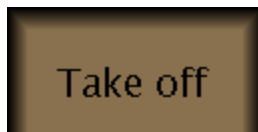
When implemented, the Take off button will allow planes to take off from the airport in the centre of the airspace.

The back button allows the user to stop giving the current order and instead return to the queue of all orders.

How to run
First unzip the the game, then execute run.bat if you are on windows, or run.sh if you are on linux or mac. On the main menu screen, you may change the exclusion zone size or start the game. Users can exit the game at any time by closing the application.

System Requirements
Java 1.6 or more recent.
Minimum 1280x720 resolution monitor.
Minimum 1gb memory.
OpenGL capable GPU.