

# User Manual

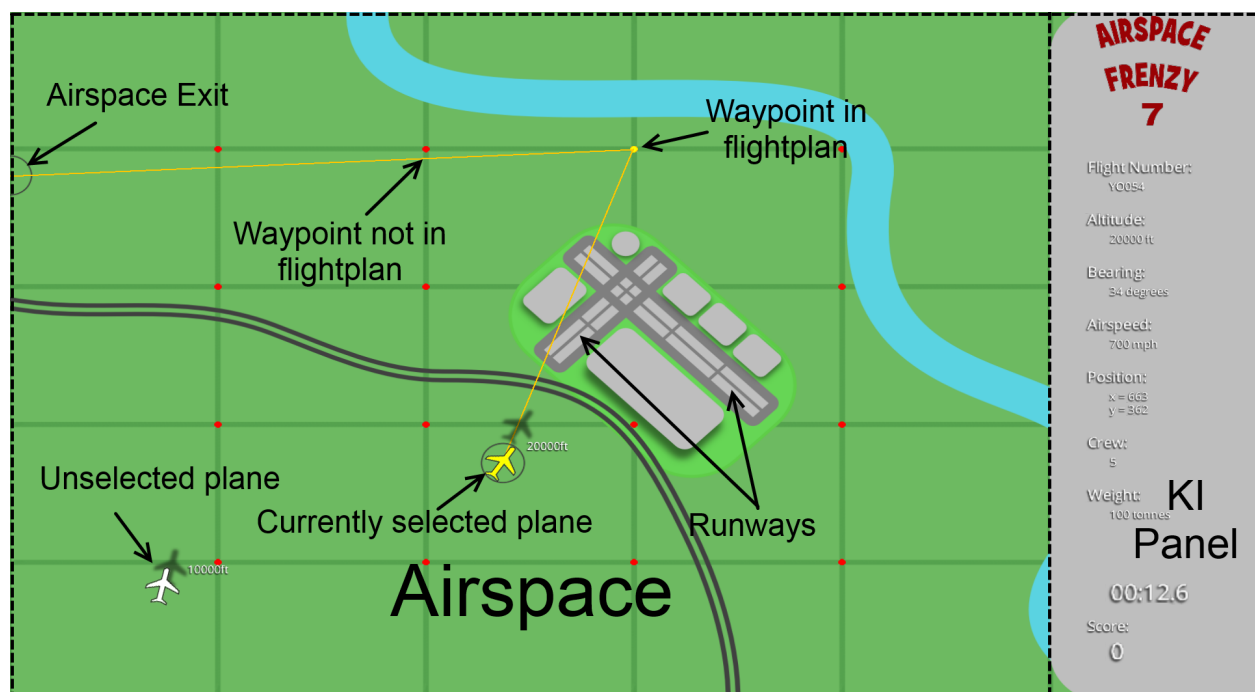
## Installing and running the game

Visit our website ([planepanic.com](http://planepanic.com)) and download the game file from the Download link. Double click the downloaded .jar file to play!

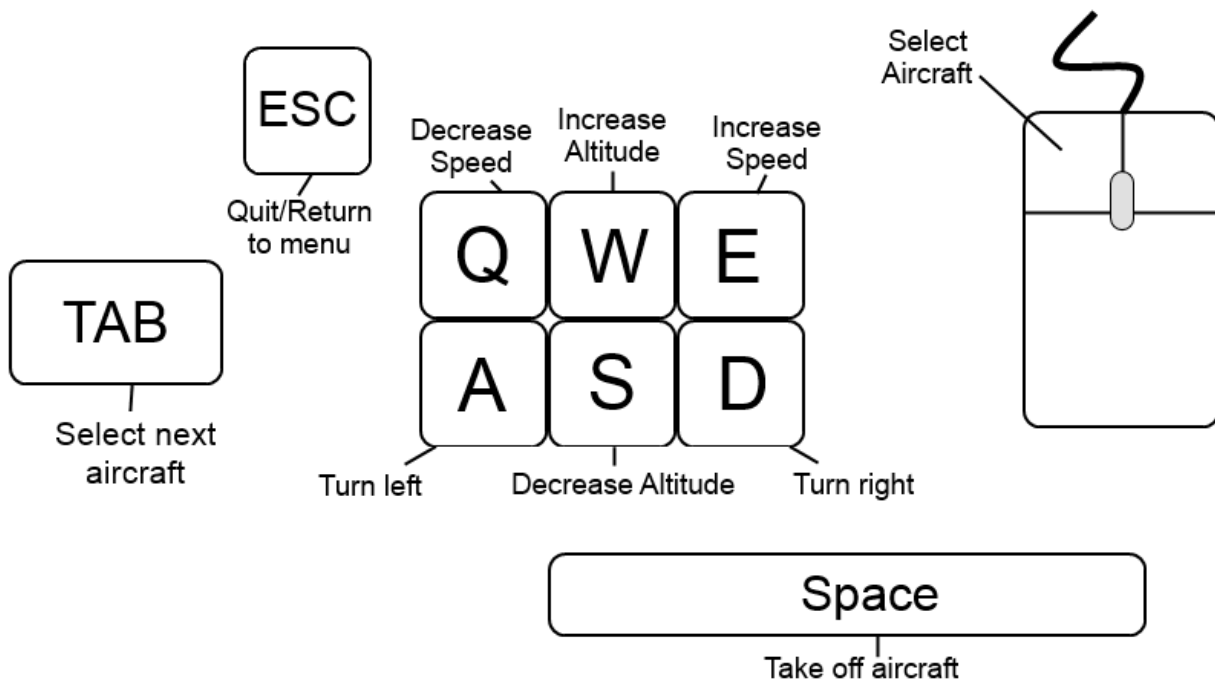
## Playing the game

When the application is run you'll be presented with the menu screen. To start playing the game simply click on "Start game" button. Congratulations, you are playing the game! However, if you want to change the difficulty, go to the options screen and select easy, medium or hard. This changes the separation rules meaning that it is harder to violate separation zones, which makes it harder to lose score. From the menu screen you can also choose to see the high score screen. Clicking this shows you the highest scores and the date and time they were achieved. To exit this screen simply press escape.

You'll start to notice aeroplanes spawning on the edges of the screen, it's your job to direct these aircraft on their flight paths without aeroplanes colliding into each other in a fiery ball of death, metal, and smoke. Flight paths are made up of waypoints, those are the red dots you can see in the airspace. First you'll want to know how to control these aircraft.



Luckily controlling planes is easy. To start you need to select a plane, this can be achieved by clicking on the aircraft with the cursor. The tab key can also be used to cycle through planes to select them. You'll notice two things: that the information panel on the right side of the screen is updated with all the selected plane's current information and the selected plane is coloured yellow. The plane can be controlled with the use of the WASDQE keys on your keyboard. Pressing the W and S keys will change the planes altitude by a set amount. The A and D keys will command the plane to turn; the plane will turn for as long as one of these keys is pressed. Notice how the information on the information panel e.g. bearing and altitude is updated accordingly. The Q and E keys decrease and increase speed.

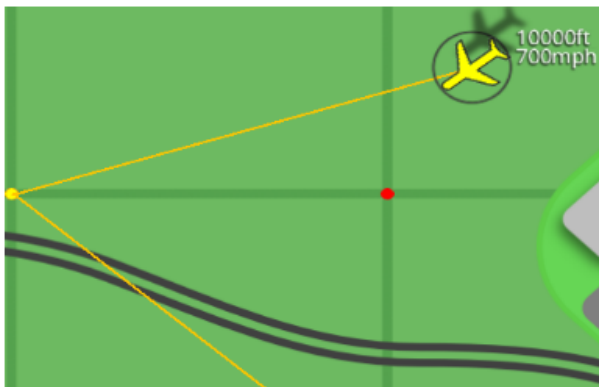


So now you know how to control a plane the next step is to find out where you need to direct it. Each plane has a generated flight path made up of waypoints. To find out which waypoints your aeroplane needs to go through, simply select it. A route made up of yellow lines will appear on the screen displaying the route from the plane's current location to its exit point or to the airport. If the route goes to an exit, you must simply fly through the waypoints in order and fly into the circle at the edge of the screen. If a flight plan ends at an airport, you must fly into the runway with these conditions:

- You must be travelling at the lowest speed (300 mph)
- You must be travelling at the lowest altitude (5000 ft)
- You must hit the runway at the correct angle (within 25 degrees of the direction of the runway)

To take a plane off from the airport, there must first be a plane already landed in the airport, then you must press the spacebar button. Planes take off from alternative runways each time the spacebar is pressed.

Your score will increase each time you land a plane or a plane follows its flightplan out of the airspace. The score for each plane decreases the longer it's in the air and for whenever it violates the exclusion zone of another plane.



Example Flight Plan



Example collision warning

Finally you need to keep your planes safe by stopping them from colliding with one another or else face demotion from air traffic controller to bus stop manager, drain pipe cleaner, coal taster or something similarly unexciting. Fortunately for you an early warning system is installed. When it looks like two planes are getting too close, an orange circle will appear around the planes in question. Reacting quickly here is essential to stop collisions and not lose score! To leave the game use the keyboard shortcut AltF4 (Windows/Linux) or cmdQ (Mac).

Now you have a good idea how to play, it's up to you to make the most of the game. Good luck!

## For marking:

We have mostly used team HOU's old manual as it was still mostly appropriate for the current game. The comedic, informal style has remained intact but with new information. These are a list of changes to the manual:

- Told the user how to change speed with Q and E.
- The explanation of waypoints has been changed to be more appropriate.
- Included instructions on how to land.
- Told the user the conditions needed to take off and how to take off.
- Told the user how to use the options screen/high scores screen.
- All screenshots of the game and the image of how to use the controls have been updated.