

Contents

Requirements.....	2
Setup	2
Menu Navigation.....	3
Playing the game.....	5
The Basics!	5
The radial Menu!.....	7
Scoring/End Game	12
Credits	12

Requirements

To be able to run the game you will need Java Runtime installed. You will need to install Java SE Runtime Environment 7 from Java's website. Follow the link below:

<http://www.oracle.com/technetwork/java/javase/downloads/java-se-jre-7-download-432155.html>

The minimum requirement to run the game are the same as the requirements for installing Java given in the link below:

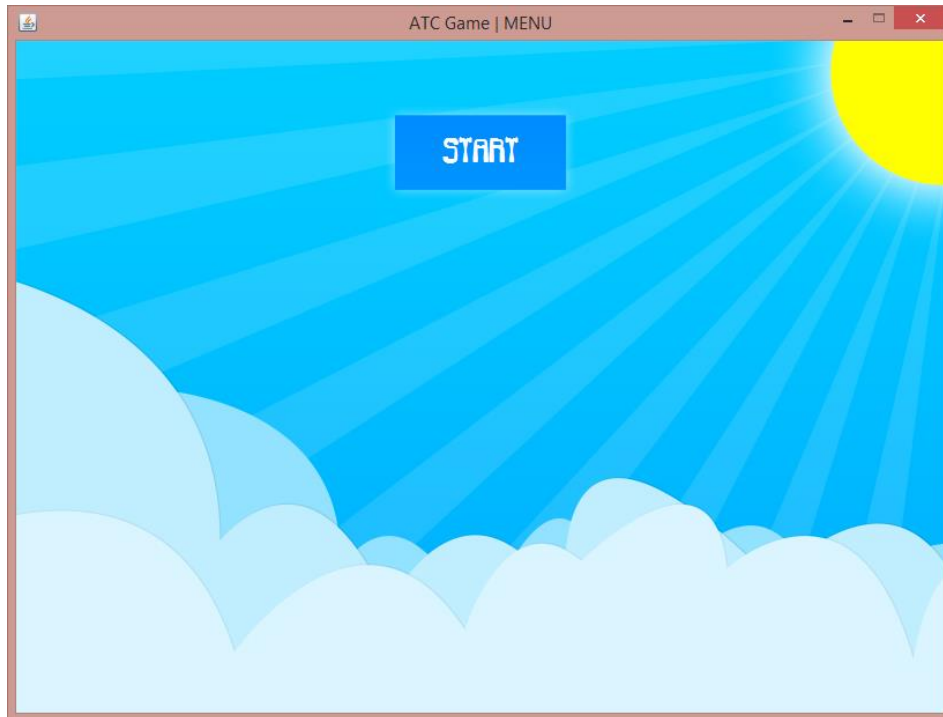
<http://java.com/en/download/help/sysreq.xml>

Setup

To setup and play the game it couldn't be simpler. Download the content from our website (link below) or you can find it in the Game2 directory under the name 'game.jar'. Then double click the game.jar file to execute. This will bring you to the main menu of our game ready to navigate your planes through the sky!

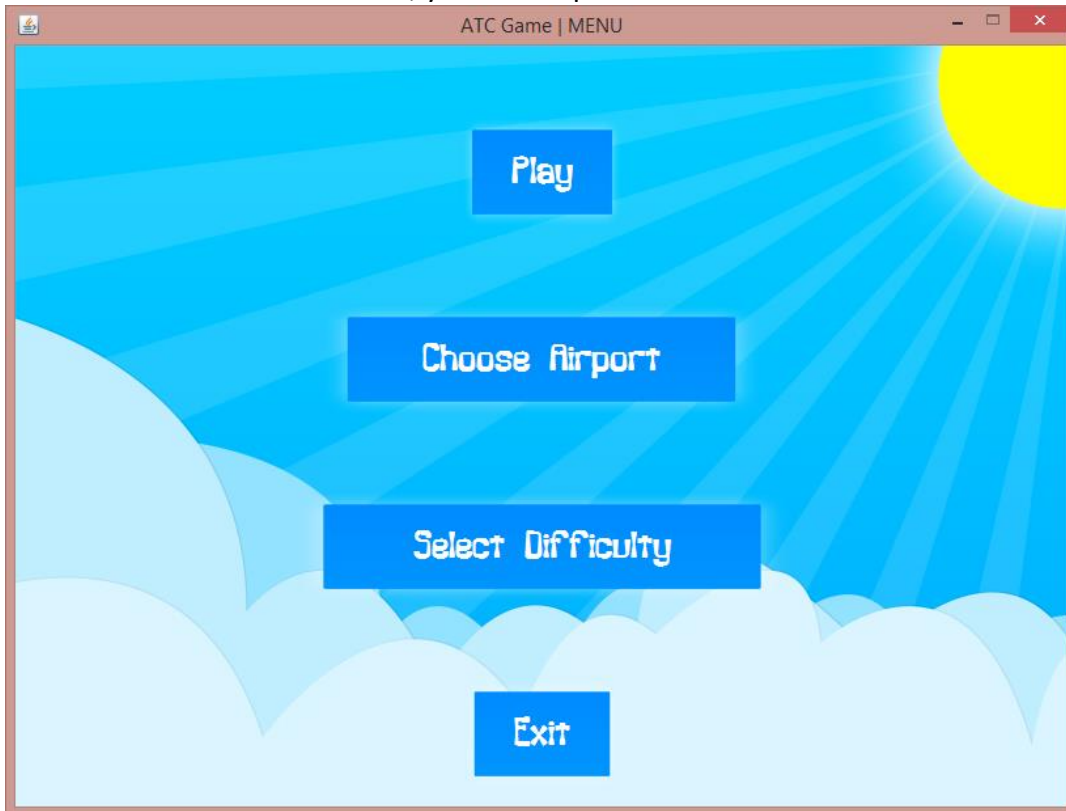
<http://seprgroup.github.io/#downloads>

Menu Navigation



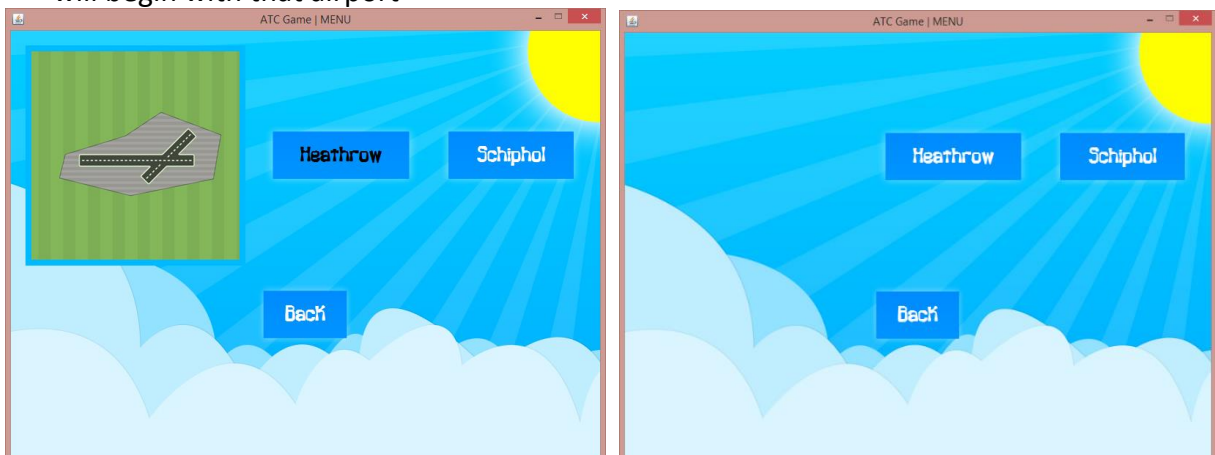
The first menu screen is relatively simple to navigate. Once the game has been loaded, one is presented with the above screen. To proceed to the main menu, from where the game can be started, the airport can be selected and the difficulty can be chosen, one simply left-clicks on the 'START' button shown above

After the start has been clicked, you will be presented with the menu above.

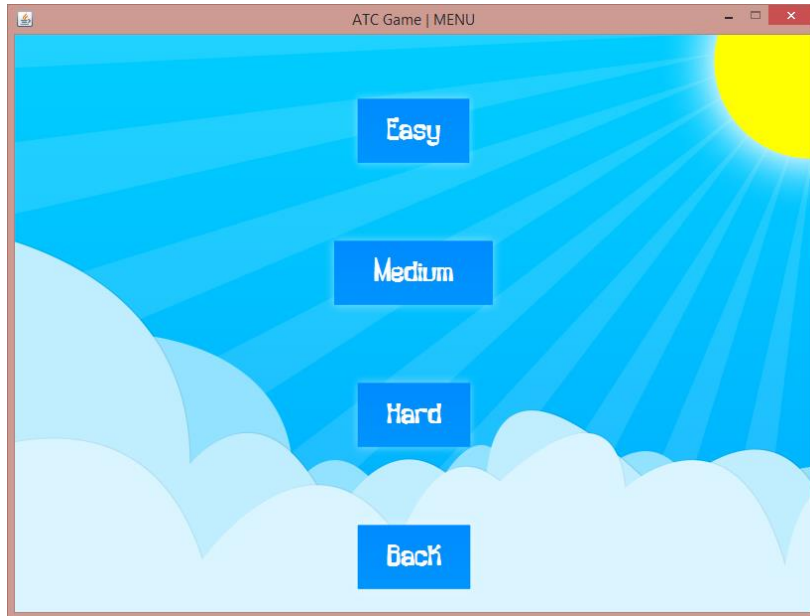


Navigation is as follows:

1. The top button, 'Play' will start a game with the standard settings – an ATC of Heathrow Airport.
2. The second button, 'Choose Airport', takes you to the screen below, where you can choose which airport you wish to control. Currently only Heathrow Airport is working, Schiphol will not work if selected. When you have selected a (working) airport, the game will begin with that airport



3. The third button, 'Select Difficulty', takes you to the below screen, where there are 3 difficulties that you can choose from. However, currently the difficulties are not working, and so selecting them will not work.



4. The fourth button, 'Exit', does exactly what it says on the tin – it exits the game for you.

Playing the game

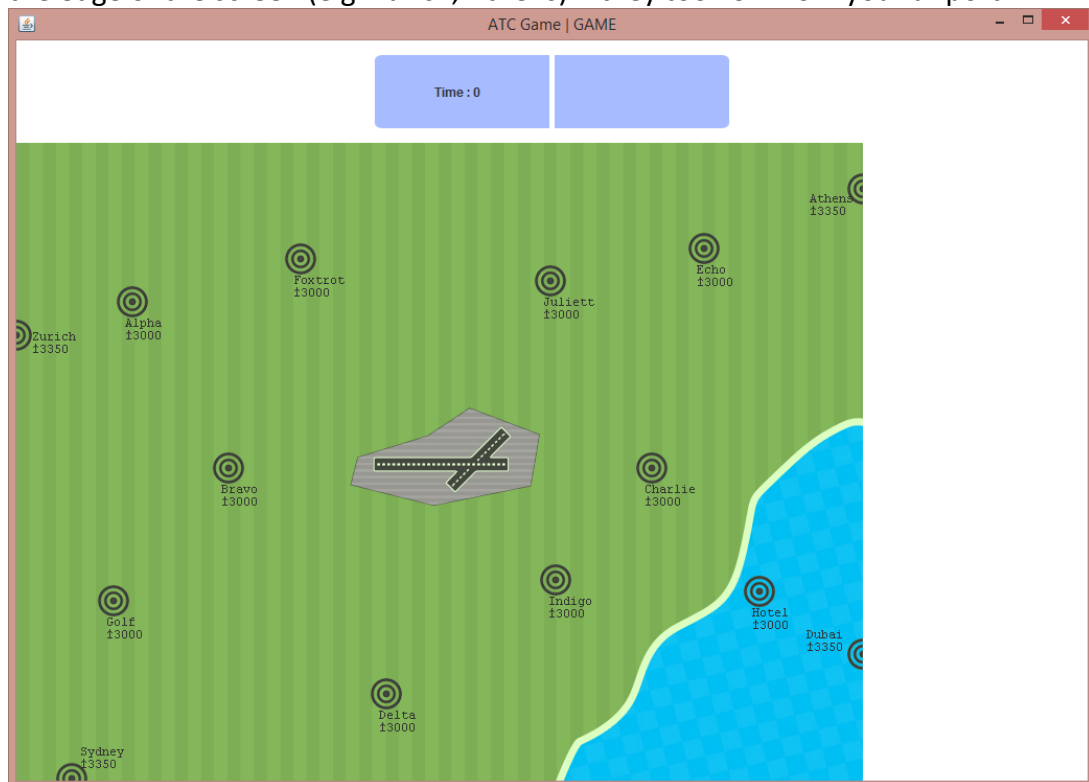
The Basics!

After you have selected your options for playing the game, or have clicked on the 'Play' Button, then you will be presented with the screen shown below. This is the screen at the very start of the game, before any time has elapsed and before any flights have entered your Airspace.

The image in the very centre of the screen is your Airport. Planes will take off from, and land here. Your objective is to either:

- a) Land planes here (if planes have entered your Airspace from another one, or

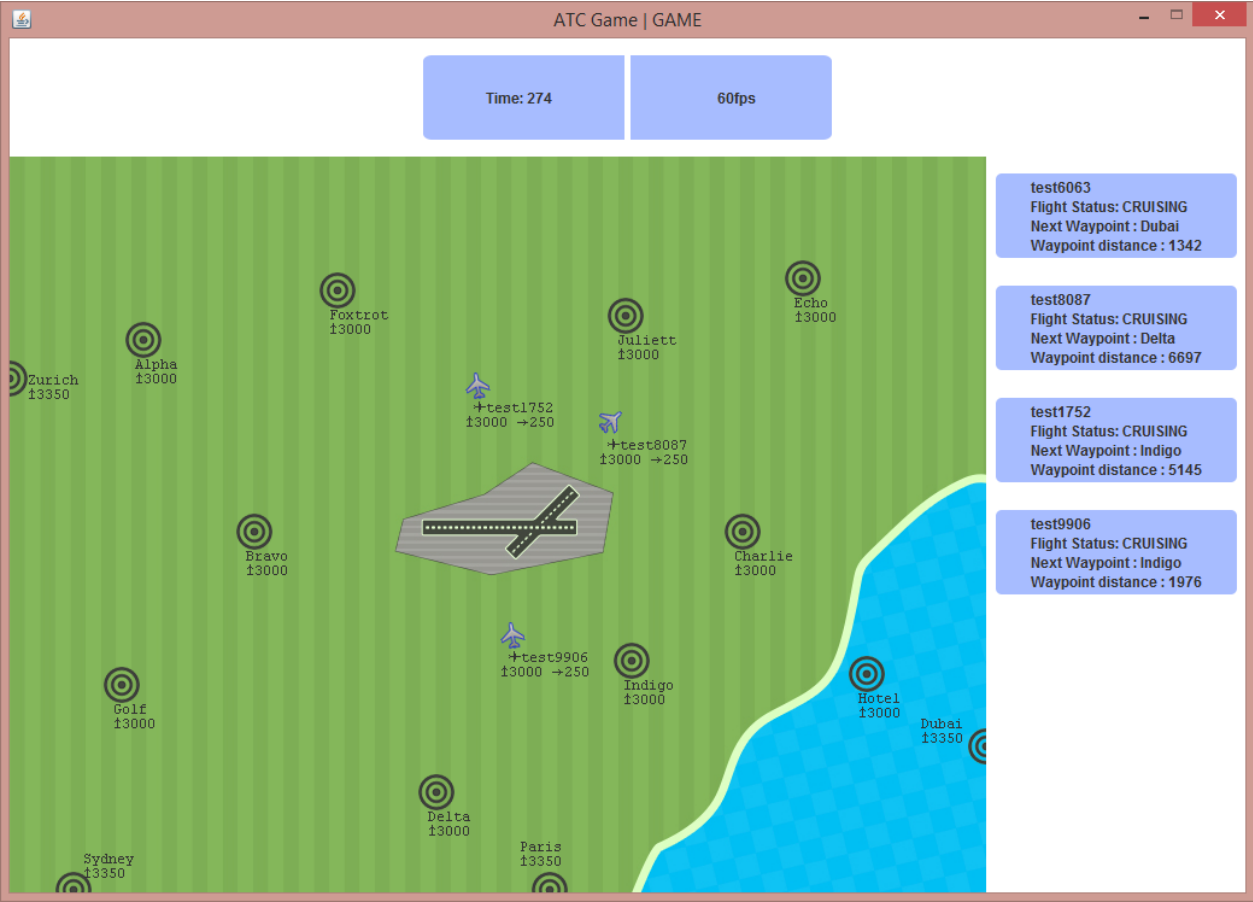
b) to hand planes off to another, specified, Airspace, via the transfer waypoints on the edge of the screen (e.g. Zurich, Athens) if they took off from your airport.



Either way, the planes will have randomly selected, pre-generated flight plans which they have to follow. These flight plans will take them through a number of waypoints (e.g. Alpha, Delta, Foxtrot) before leaving through a transfer waypoint. The next waypoint in a plane's flight plan, as well as the distance to that waypoint (in metres), and the flight name and status, is shown in the status bar on the right hand side of the map (see image below for example).

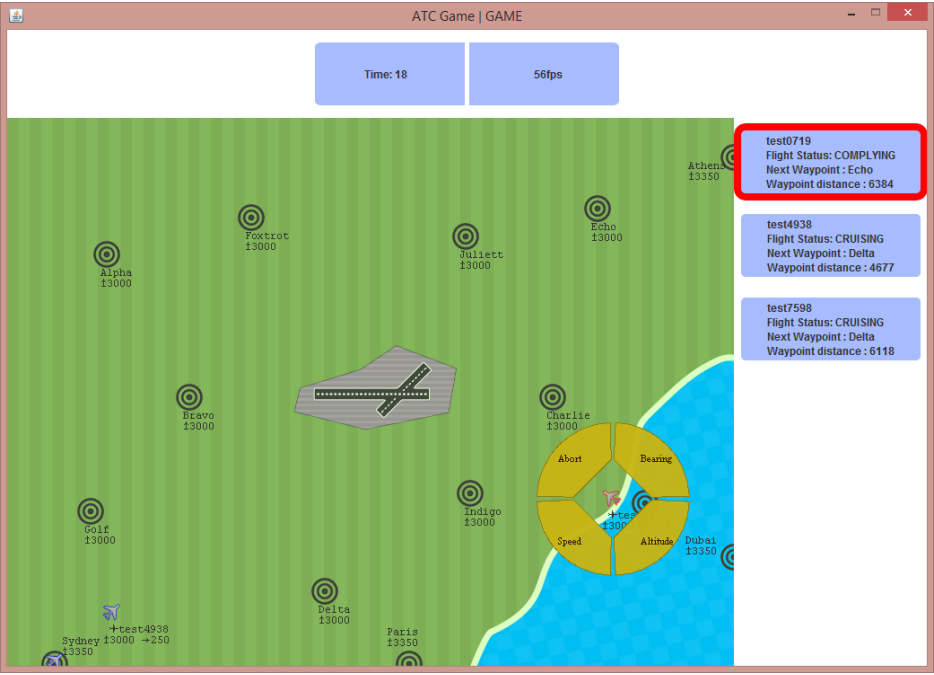
As shown in this image, the status bar is on the right hand side of the map. The altitude and current speed of a plane are shown underneath the plane. The first number, next to the up arrow, indicates the altitude of the plane, (you may have noticed each waypoint has an altitude too, this is the altitude that a plane needs to be at when passing through a waypoint in order to have 'completed' that waypoint), and the second number, next to the right arrow, indicates the current speed. A plane will enter the airspace from a transfer waypoint at 3000 metres altitude, and a plane has to be at 3350 metres to leave through a transfer waypoint. This is to avoid incoming and outgoing planes crashing. To bring up the radial

menu for controlling a plane, simply left-click on the plane icon you wish to control.



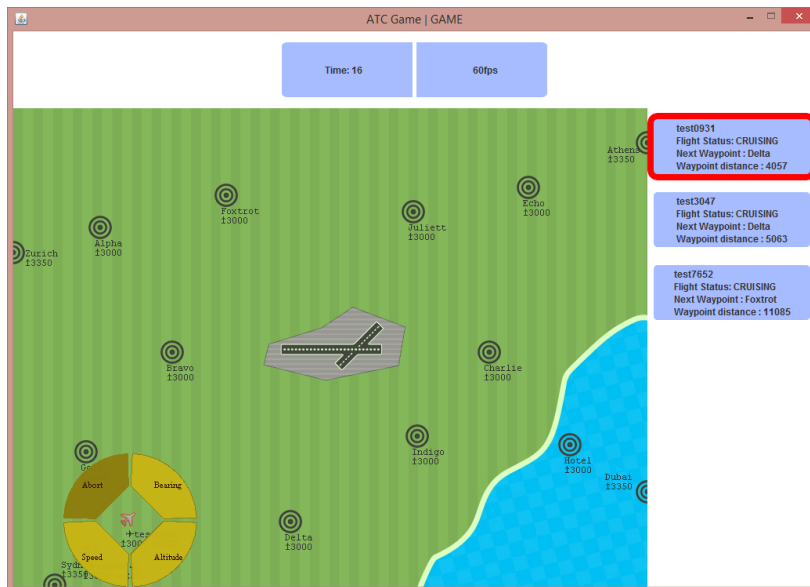
The radial Menu!

In the above section, the radial menu was mentioned briefly. This section will go into more detail about it, and how to use it to control your planes.



As you can see in the above image, when you select a plane, it is highlighted on the map in red, and it's status bar representation is also highlighted on the right in red. Once you have selected one, the radial menu will appear around it. The radial menu consists of 4 options for you to select:

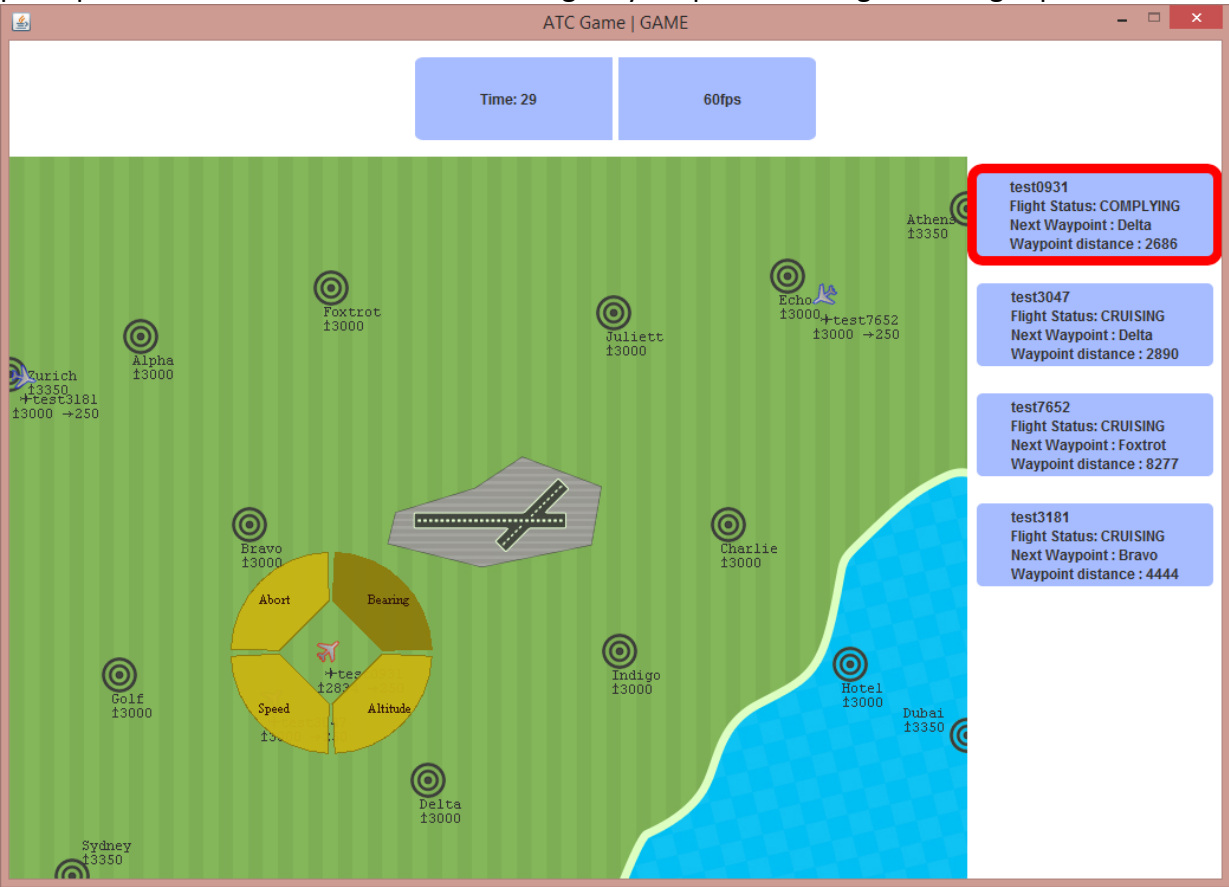
1. Abort.



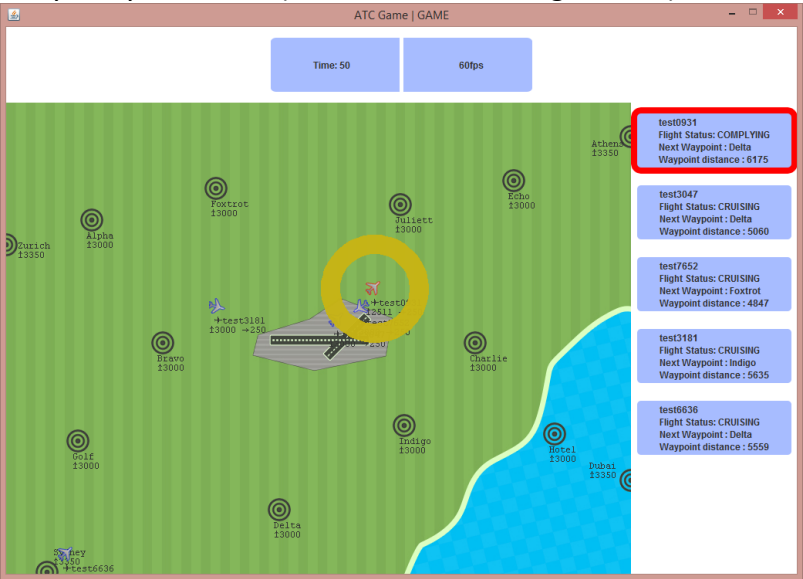
The abort feature is simple – if you have given an order to a plane you wish to cancel, select abort and it will cancel that order. Nice and easy.

2. Bearing

This option allows you to select the bearing, or direction, that a plane is travelling in – perhaps the most useful as it allows to navigate your planes through their flight plan.

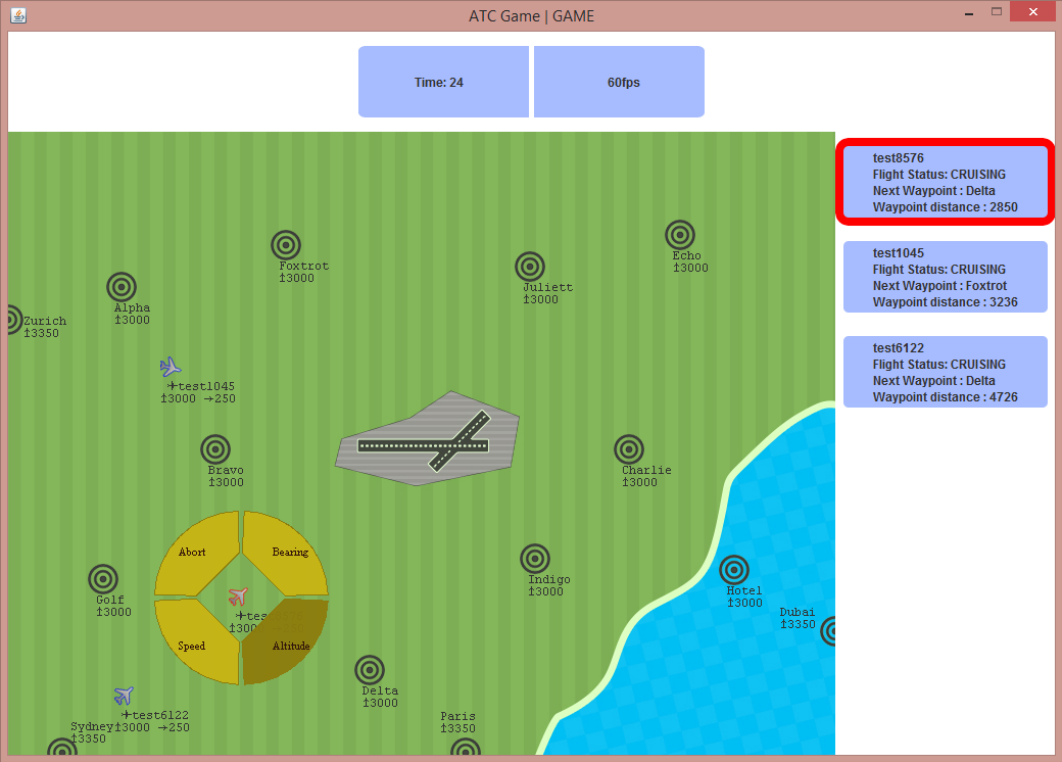


Once you have selected the bearing option, you will be presented with a circle on the radial menu. You simply click on the point on the circle you wish your plane to turn to, and it will carry out your order. (As shown in the image below)



3. Altitude

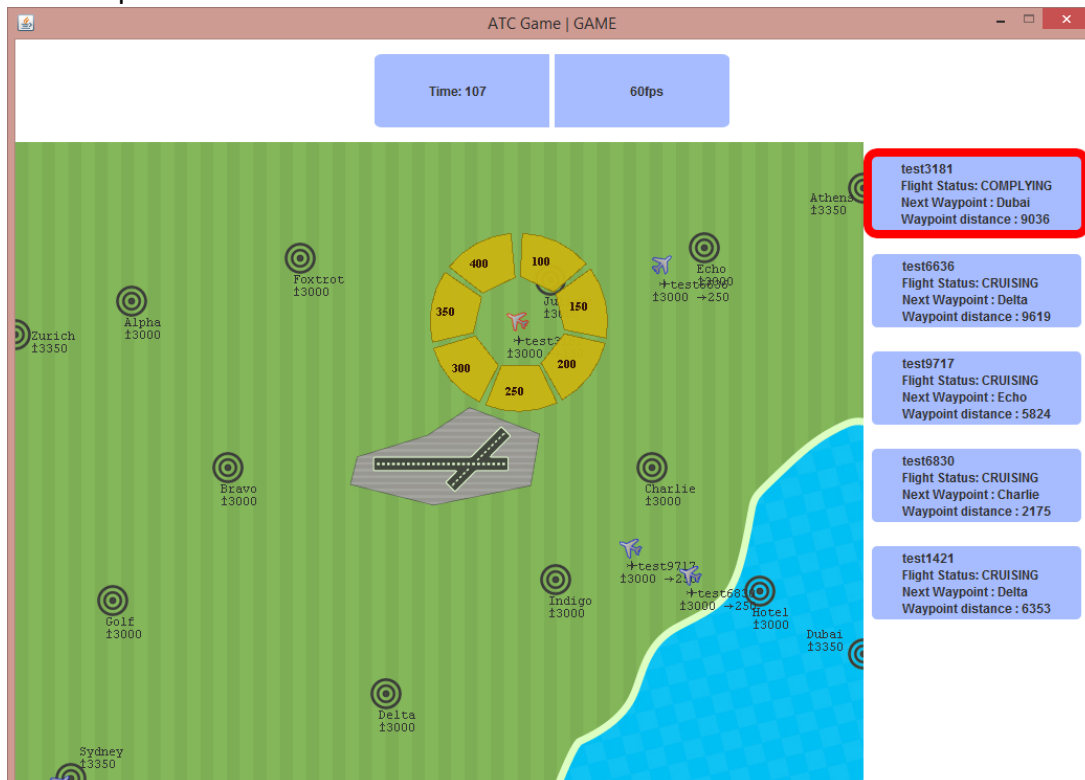
The altitude option allows you to change the height at which your plane is flying. Currently this is limited to 150-350, however in future updates this will be fixed. And all planes start at 3000 metres, allowing them to complete their flight plans.



When you select this option, you will be presented with another radial menu, this time showing different altitudes for your plane to fly at. Simply click on one to order a plane to fly to this altitude



4. Speed

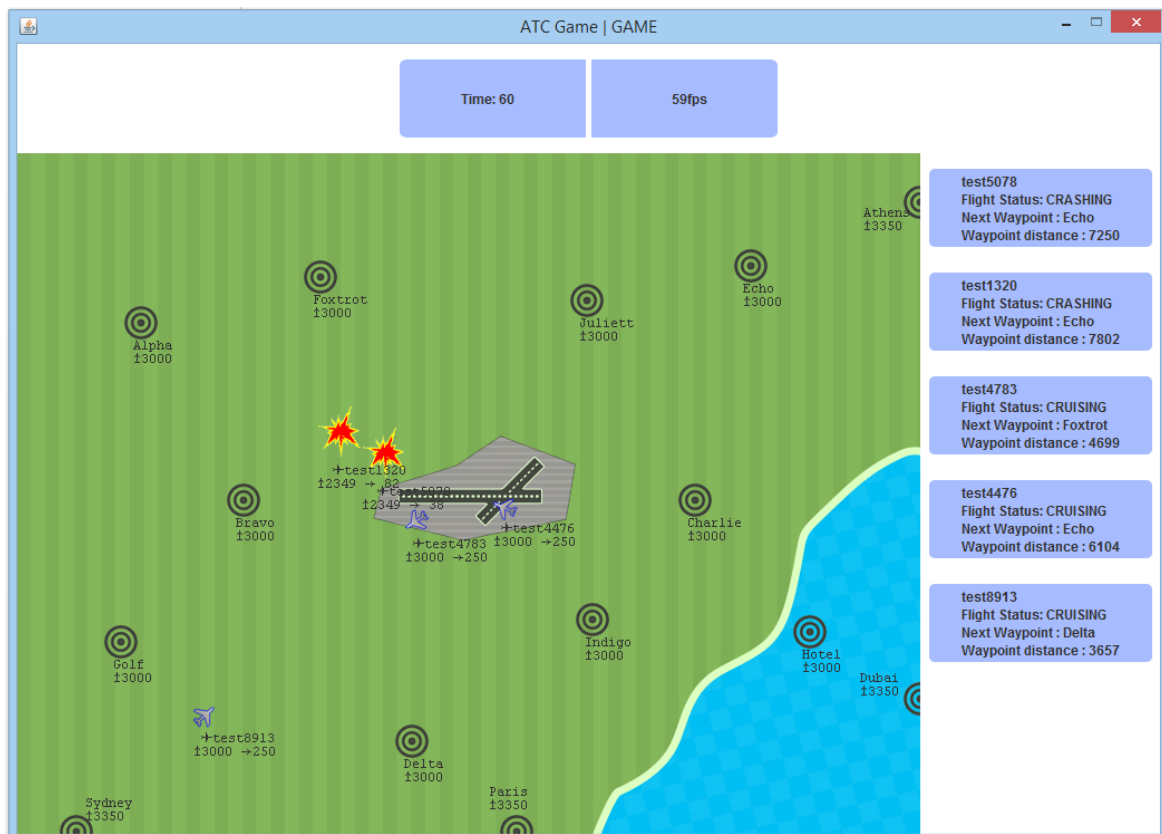


This last option allows you to change your aircraft's speed from 150 up to 350 (this is due to minimum and maximum plane speeds). Upon selecting this option, you will be presented with a radial menu much like the one for altitude – again simply select the speed you wish to fly at and your plane will change speeds accordingly. All planes start at a cruising speed of 250.



Scoring/End Game

As is evident in the previous images, the time is tracked and shown at the top of the screen. The aim of the game is to complete flight plans while avoiding crashes. The longer you succeed at doing this, the better you are at the game. You automatically lose the game if two or more planes collide. Once the planes collide they will explode as shown below. The game will then come to a halt. To start a new game you will need to exit the game and start a new game by clicking the 'x' in the top right hand corner.



Credits

All graphics, code and testing was done by the group members.