

Spaceship Cockpit Features

- Top left: Spaceship integrity (lowers when hit by enemies)
- Top right: Warning light turns on when there is immanent danger
- Bottom left: Radar system (location of enemies in your area as well as the direction your ship is facing comparatively)
- Bottom middle: Targeting system (player should fire when enemy ship lines up with target symbol)
- Bottom right: Speedometer (how fast the ship is moving)



Player can see
environment
through windows



Blur of light
changes around the
ship depending on
the player's speed

