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Introduction:

Attention getter:

I have a satellite on the ground, and I need to get it into space. How do I get it to space?

What are you going to be demonstrating:

- How to get a payload into LEO.
- Using KSP2 to demonstrate concepts at a scale of 1/10.
- Explain briefly that KSP is a space game with realistic physics.

Why are you the “expert”:

- I’m not.
- I’m not even a physics major.
- I have played KSP for ~1700 hours.

Body:

What are the main points / steps?

1. Building a Rocket
 - Capsule
 - Fuel Tanks with fuel and LOX.
 - Engine
 - Decoupler/Stage
2. Launching a Rocket
 - Countdown
 - Initial side pitch
 - SRB separation
 - Roll program
 - Gravity Turn.
 - Staging
 - MECO and stage separation.
 - Apogee over 70km.
 - SECO/Warp to apogee.
 - Circularization burn.
 - Woohoo orbit :)

Conclusion:

Conclusion is built into the orbit video commentary. Summarized just as the rocket reaches orbit.