Player states:

HomeBase- Ship is docked to landing port of home base

Orbit – ship is moving freely in space

InPosition- ship is in placed and is digging energy from energy star.

State transitions:

TakeOff: HomeBase ->Orbit

Setup :Orbit -> InPosition

Move: InPosition -> InPosition – When the shipped is moved from one position to an other

Abort: InPosition-> HomeBase

Game entry:

User selects a profile .

After selecting the profile the state of the user and other info is fetched from the server.

State HomeBase animation:

Ship is Docked. Balance is shown

State Orbit animation:

The user can move the ship freely between 0-10.

Forbidden areas to setup are show like barracades. They are displayed at EnergyStar +/- g\_SafeZoneForSetup and limited to [0,10].

Example EnrgyStar=6 and g\_ SafeZoneForSetup =0.5 the barracades are between 5.5-6.5.

State InPosition animation:

The ships energy obsorvers are opened.

The engines are shut down.

A safety auto-abort circle is drawn . It is displayed at EnergyStar +/- g\_SafeZoneForEneryLoss and is limited to [0,10]. It is only displayed on one side – the one that loses energy.

TakeOff animation:

The ships engine is on and it moves to 5 units below or above the EnergyStar.

10+g\_SetupEnergy are subtracted from the balance and displayed in the ships energy level.

Setup Animation

The ships energy obsorvers are open and g\_SetupEnergy of the ship energy level are substracted.

Move ship Animation

The ships engine are on.

The ships energy obsorvers are open.

Forbidden areas to setup are show like barracades. They are displayed at EnergyStar +/- g\_SafetyZone and limited to [0,10]. Different from orbit that only one side is allowed- the current side.

Move AutoAbort Animation

Safety auto-abort circle can be moved closer or farer until EnergyStar +/- g\_SafeZoneForSetup

Abort Animation:

The ships engine are on.

The ships energy obsorvers close slowly.

The ship lands in home base.

G\_SetupEnergy of the ship energy level are substracted

The ship's remaining enery level is transferred to balance.

Tranistion actions:

All by user + abort that can be initaited by ship's auto pilot when energy-star reached the ship.

Effect of EnergyStar size:

Add or substracts energy to ship according if getting closer or farer.

When it touches the ship or it touches the safety auto-abort circle the autopilot aborts.