

Plane

by Alex Kagioglu

Concept:

Give the user the impression that they are flying.

Controls:

There are 4 kinds of controls for this demo.

There are 3 kinds of turning controls:

Roll left	A
Roll right	D
Tilt up	Up arrow
Tilt down	Down arrow
Turn left	Left arrow
Turn Right	Right arrow

There is one kind of translational control:

Move forward	W
Move reverse	S

Other stuff:

There is gravity, so you need to aim yourself upward a little in order to remain on the ground.

If you fly off the level then you might lose sight of it.

Press 'p' to begin

Press 'esc' to end

