Participant:	Date:	Time:
Scenario # / Task #	**Task Description**	**Comments**
1/1	Pause the game	
1/2	Review Controls	
1/3	Resume Game	
1/4	Accelerate the ship forward until the velocity vector reads at least 15.0	
1/5	Bring the ship to a stop	
1/6	Accelerate in the left direction until the velocity vector reads at least 15.0	
1/7	Bring the ship to a stop.	
1/8	Exit the game	

2/1	Launch the game by typing "python spaceSimulator.py"	
2/2	Pause the game	
2/3	Review controls	
2/4	Resume game	
2/5	Pitch the ship up until the angular velocity vector reads at least 1.0	
2/6	After the ship rotates 360 degrees, stop the ship.	
2/7	Yaw the craft until the angular velocity vector reads at least 1.0	
2/8	After the ship rotates 360 degrees, stop the ship.	

2/9	Exit the game	
3/1	Locate an asteroid by any means.	
3/2	Pilot the ship into a collision course with the asteroid.	
3/3	Collide with the asteroid.	
3/4	Take note of the force vectors acting on the craft.	
3/5	One direction at a time, bring the ship to a complete stop.	
3/6	Exit the game	
4/1	Launch the game	
4/2	For 3-5 minutes, practice using the controls	

4/3	Attempt near-misses with the planet	
4/4	See how fast you can move the ship in multiple directions without losing control	
4/5	See how long you can maintain orbit of the planet	