

Space Simulator!

Josh Bartz and Evan Cummings

HCI — Spring '14
Project 02

space simulator

new

load

config

exit



space simulator

load

name	date
fun!	9.12.2014
can't stop	9.28.2014
oh nice a star	10.2.2014

back

space simulator

new

load

save

config

exit

resume game

space simulator

config

view distance	30 ly
sparkle effect	0.5
particle complexity	0.8
physics accuracy	1.0
realistic controls	yes
mouse	off
joystick	on
keyboard	on

config
config
config

back

space simulator

mouse config

left mouse button
right mouse button
invert y-axis

accelerate
decelerate
yes

back

space simulator

joystick config

thrust forward	joy1 / axis2 up
thrust backward	joy2 / axis2 down
thrust left	joy3
thrust right	joy4
pitch up	axis1 up
pitch down	axis1 down
roll left	axis1 left
roll right	axis1 right
yaw left	axis2 left
yaw right	axis2 right
back	

space simulator

keyboard config

thrust forward	w
thrust backward	s
thrust left	a
thrust right	d
pitch up	up arrow
pitch down	down arrow
roll left	left arrow
roll right	right arrow
yaw left	<
yaw right	>
back	

EXIT
space simulator?

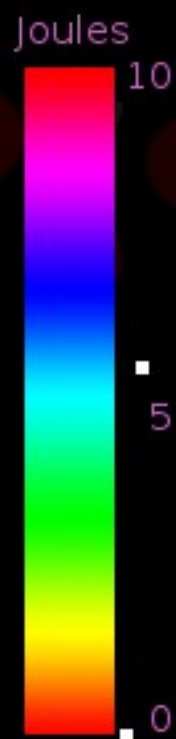
are you sure?

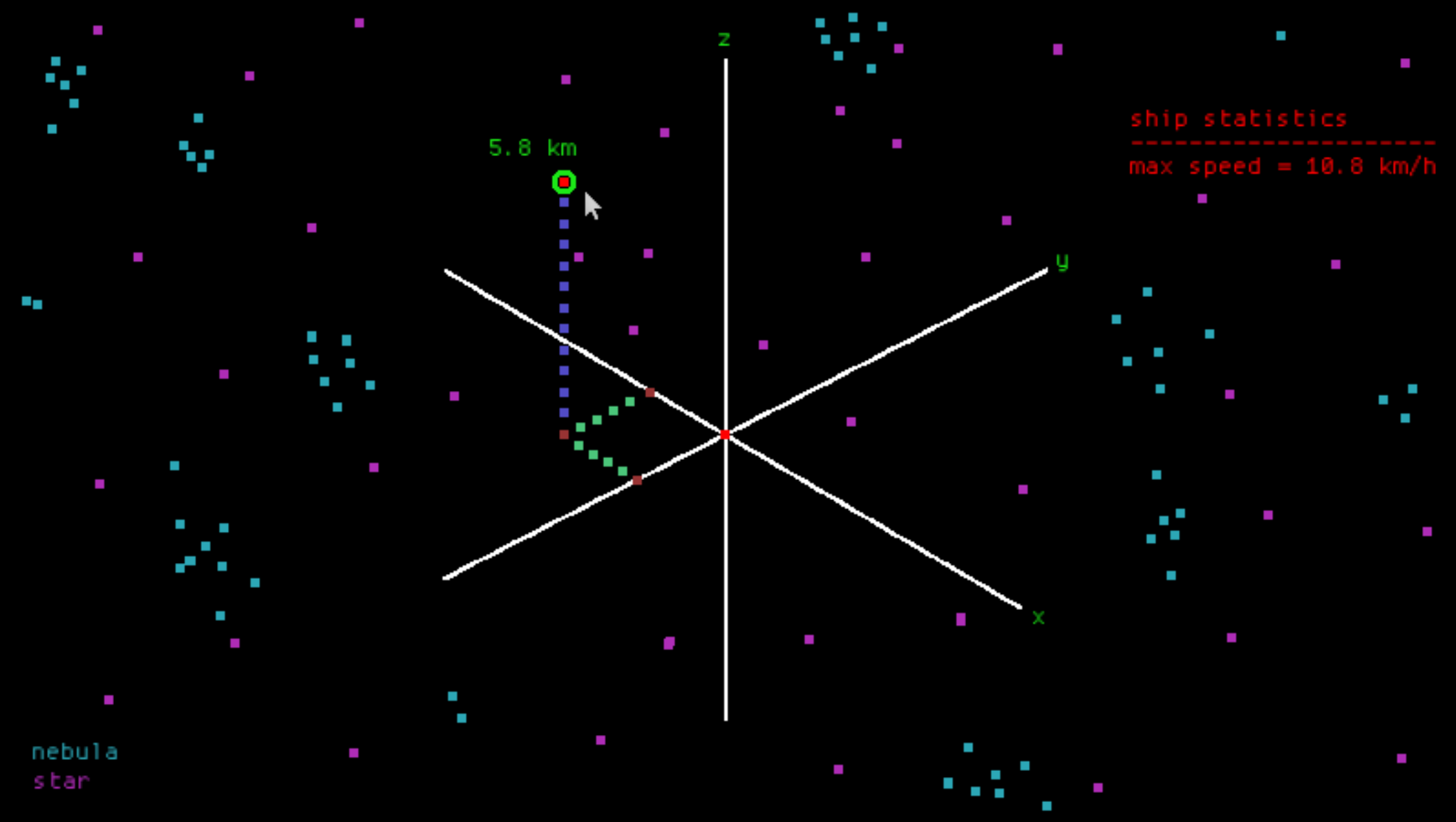
yes

no

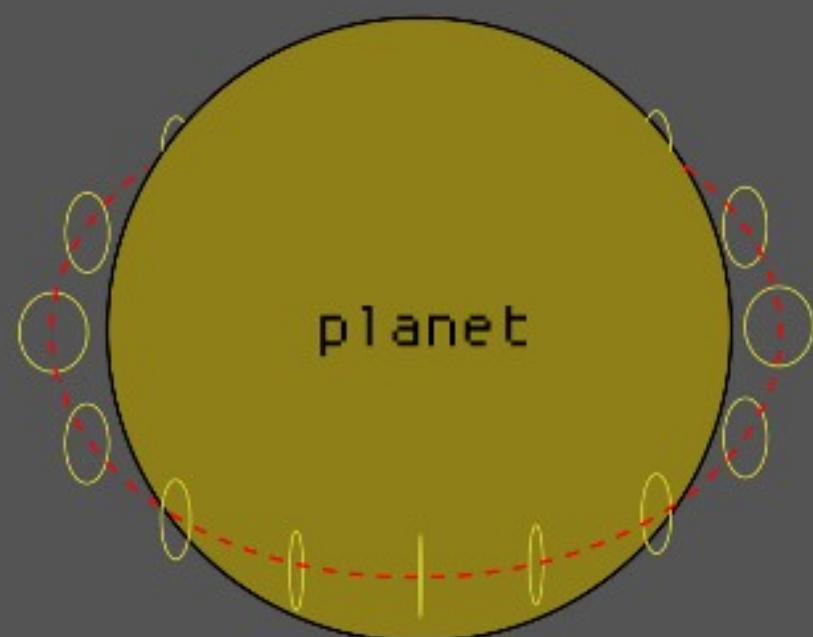


speed : 0.91 m/s





Entering into orbit



The player guides the spacecraft into the rings while increasing velocity. When the velocity reaches the required speed for orbit, a flashing light goes off which informs the player that they have acquired a stable orbit.

The player may then go get a cup of coffee or watch TV while their spacecraft flies in orbit around the planet.

YAY!

Questions?