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| Participant: Colin and Brandon | Date: May 10, 2014 | Time: 4:30 pm |
| **Scenario # / Task #** | **Task Description** | **Comments** |
| 1/1 | Pause the game | Brandon was at the keyboard to begin with and didn’t know how to pause. Colin pointed to the bottom left of the screen where it gave instructions on how to pause. |
| 1/2 | Review Controls | Both players studied the controls and discussed the various movements. |
| 1/3 | Resume Game | Brandon pressed “p” to resume |
| 1/4 | Accelerate the ship forward until the velocity vector reads at least 15.0 | Tentatively tapped the “w” key and began to accelerate forward to the desired speed. Was slightly thrown off by the gravity effects of the particles around. Was unable to recover from the rotation, game was restarted. Second attempt was successful. |
| 1/5 | Bring the ship to a stop | On the second attempt, Brandon successfully stopped the ship while Colin observed the on-screen vectors. |
| 1/6 | Accelerate in the left direction until the velocity vector reads at least 15.0 | Brandon was successful with this as he and Colin discussed the controls. |
| 1/7 | Bring the ship to a stop. | No problems |
| 1/8 | Repeat for ascend, roll left, and yaw left | No serious issues here. Brandon appears to be getting somewhat comfortable with the controls, although he did have to pause the game to review the button scheme again. |
| 1/9 | Exit the game | Pressed escape, game closed. |
| 2/1 | Locate an asteroid by any means. | Brandon free-flew for a while. The asteroids had time to clump up, and Colin located the clump. |
| 2/2 | Pilot the ship into a collision course with the asteroid. | Brandon appeared to have the clump centered on his screen. However, he didn’t zero out the rotation, which should have been noted. |
| 2/3 | Collide with the asteroid. | Brandon struggled for approximately 5 minutes to collide with the clump. He repeatedly flew near the clump, only to fly right by and have to begin correcting himself again. He essentially put himself into a fake orbit. After a while, Colin took the controls. After playing with the controls for a bit, he encountered the same difficulties as Brandon. Surprisingly, both players seemed very patient with their troubles. Finally, it was suggested that they line up the planet, then eliminate rotation. Both players collaborated to do so, and Colin successfully piloted the ship into the clump. |
| 2/4 | Take note of the force vectors acting on the craft. | Both players studied the vectors and discussed their meaning. |
| 2/5 | One direction at a time, bring the ship to a complete stop. | After several minutes and much discussion, the ship was brought to a nearly complete stop. Due to floating point precision, a complete stop was probably unattainable. |
| 2/6 | Exit the game | Pressed escape to exit. |

\item Locate the planet by any means

\item Pilot the ship into a collision course with the planet

\item Collide with the planet

\item Take note of the force vectors acting on the craft

\item One direction at a time, bring the ship to a complete stop

\item Exit the game