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| Participant: Drew | Date: May 10, 2014 | Time: 5:40 pm |
| **Scenario # / Task #** | **Task Description** | **Comments** |
| 1/1 | Pause the game | Immediately noticed the instructions on how to pause the game and pressed “p.” |
| 1/2 | Review Controls | Studied the controls and asked questions about what “yaw” meant, then answered his own question. |
| 1/3 | Resume Game | Pressed “p” to resume |
| 1/4 | Accelerate the ship forward until the velocity vector reads at least 15.0 | Held the “w” key down until he was at a much faster than required velocity. |
| 1/5 | Bring the ship to a stop | Held the “s” key down to slow almost all the way down, then tapped the button repeatedly to successfully stop. |
| 1/6 | Accelerate in the left direction until the velocity vector reads at least 15.0 | Held the key down, although not for as long this time. Gained a velocity closer to the target. |
| 1/7 | Bring the ship to a stop. | No problems. Mostly tapped the button this time. |
| 1/8 | Repeat for ascend, roll left, and yaw left | Had some difficulty stopping the first roll after accidentally pressing the wrong button. Was mostly able to stop the rotation. |
| 1/9 | Exit the game | Pressed escape, game closed. |
| 2/1 | Locate an asteroid by any means. | Used the mouse to look around, then started flying forward. |
| 2/2 | Pilot the ship into a collision course with the asteroid. | Piloted his way through the field, attempting to hit one of the small asteroids. Eventually, they all clumped up, and he attempted to center the clump on the screen. Didn’t zero out rotation. |
| 2/3 | Collide with the asteroid. | Struggled for over 5 minutes to collide with the clump. Over time, he became careful to not hold keys down for as long, opting instead to tap them. Had many near misses. After about 6 minutes, he was finally successful in hitting the clump. |
| 2/4 | Take note of the force vectors acting on the craft. | Tentatively pressed different direction keys to see how they affected the rotation vectors. |
| 2/5 | One direction at a time, bring the ship to a complete stop. | Over a 2 minute period, was able to bring the ship to a nearly complete stop. |
| 2/6 | Exit the game | Pressed escape to exit. |