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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 |  |
| 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 | Repeat for ascend, roll left, and yaw left |  |
| 1/9 | Exit the game |  |
| 2/1 | Locate an asteroid by any means. |  |
| 2/2 | Pilot the ship into a collision course with the asteroid. |  |
| 2/3 | Collide with the asteroid. |  |
| 2/4 | Take note of the force vectors acting on the craft. |  |
| 2/5 | One direction at a time, bring the ship to a complete stop. |  |
| 2/6 | Exit the game |  |
| 3/1 | Launch the game |  |
| 3/2 | For 3-5 minutes, practice using the controls |  |
| 3/3 | Attempt near-misses with the planet |  |
| 3/4 | See how fast you can move the ship in multiple directions without losing control |  |
| 3/5 | See how long you can maintain orbit of the planet |  |