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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 | Exit the game | Pressed escape, game closed. |
| 2/1 | Launch the game by typing “python spaceSimulator.py” | No issues |
| 2/2 | Pause the game | No issues |
| 2/3 | Review controls | No issues |
| 2/4 | Resume game | No issues |
| 2/5 | Pitch the ship up until the angular velocity vector reads at least 1.0 | Executed the pitch up perfectly |
| 2/6 | After the ship rotates 360 degrees, stop the ship. | Slight overcorrect on stop, but only one button push too far |
| 2/7 | Yaw the craft until the angular velocity vector reads at least 1.0 | Pressed the correct button |
| 2/8 | After the ship rotates 360 degrees, stop the ship. | Stopped perfectly |
| 2/9 | Exit the game | No issues |
| 3/1 | Locate an asteroid by any means. | Used the mouse to look around, then started flying forward. |
| 3/2 | 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. |
| 3/3 | 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. |
| 3/4 | Take note of the force vectors acting on the craft. | Tentatively pressed different direction keys to see how they affected the rotation vectors. |
| 3/5 | 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. |
| 3/6 | Exit the game | Pressed escape to exit. |
| 4/1 | Launch the game | No issues |
| 4/2 | For 3-5 minutes, practice using the controls | Avoided flying out of control |
| 4/3 | Attempt near-misses with the planet | Was able to get relatively close to the “planet,” although he was basically caught in the fake orbit again for most of the time. |
| 4/4 | See how fast you can move the ship in multiple directions without losing control | Overcorrected frequently when trying to slow down. Never went into an uncontrollable spin. |
| 4/5 | See how long you can maintain orbit of the planet | Never achieved a perfect orbit. Had to frequently use course corrections to stay somewhat close. |