Test Plan

At Viewpoint 0, the Earth is visible at a distance and remains at a distance for about 3 seconds before the user approaches the planet.

The ring and tether structure is faint but clearly visible as the user approaches Viewpoint 1.

At Viewpoint 2, the concept of the Earth protruding through the ring and that ring being held up by the tethers can be intuitively understood.

On the approach to Viewpoint 3, the ring, its tethers, the elevator cables, elevator cars, air-craft carriers, habitats, transit tube, and transit vehicles are all visible. Elevator cars and transit vehicles are in motion.

The Transit tube is transparent, but visible.

The Transit tube is adjacent to the habitats. Habitats are on the inner side of the ring.

The rings remain smooth and circular as they fade into the distance.

Tethers do not protrude through the ring that they are attached to.

The structure fades into the distance and the portion that is visible is rendered (part hidden behind the planet does not need to be rendered).

Rates of motion, stop durations, acceleration and deceleration, and stop positioned of elevator cars and transit vehicles all seem realistic.

At Viewpoint 4, the user is much closer to the ring. The ring, its tethers, the elevator cables, elevator cars, air-craft carriers, habitats, transit tube, and transit vehicles are all still visible.

Elevator cars entering a “terminus” habitat and transit vehicles stopping at the same habitat can be seen. Accelerations and decelerations of cars and vehicles seems somewhat realistic.

It is possible to see that some transit cars pass by rapidly on the outer track while others slow to a stop on the inner track.

Transit cars travelling in both direction can be seen.

There is still some slow motion of the user’s position at Viewpoint 4, so the user feels a bit like they’re on a tour.