CONTROLLER CONCERN

USER MANUAL

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INTRODUCTION

Controller Concern is an air traffic controller game in which the player must prevent aircraft from colliding with each other for as long as possible. The player can do this by issuing commands to individual aircrafts such as: turn left, turn right, increase altitude, decrease altitude, accelerate, decelerate, land, take off and also direct the aircraft to waypoints on the map. The player can mark their own waypoints on the map as well.

SYSTEM REQUIREMENTS

- KEYBOARD, MOUSE

- WINDOWS/LINUX/MAC OS X

- SOUND CARD

- AT LEAST 30 MB OF FREE SPACE AVAILABLE ON HARD-DRIVE

- JAVA

INSTALL INSTRUCTIONS

- Visit the DSA website on the following link:
  http://www.atcga.me/

- Click on the 'Playable game' on the top right corner which will download a .jar file.

- Open the file on your computer to start the game.

View Project & Commit History on GitHub

Controller Concern V2

Screw flying!

Playable Game | Manual | .zip | JavaDoc

Welcome

Welcome to Controller Concern V2. Although the original version was great, we've added countless improvements to optimise performance, and after fixing many bugs that were hidden from us, we have emerged, triumphant, with a great project, lovingly built for Tim. Take a look below and download Controller Concern V2 to try it.

For this assessment we figured that aircraft just didn't quite cut it. So during our many 'idea sessions' we thought that aircraft should be in space and water. Obviously aeroplanes don't go to space or water unless the pilot is a moron. Being the compromising team we are, we decided that we could use space shuttles and submarines instead.

GAME GOALS

- To survive for as long as possible
- To get the highest score
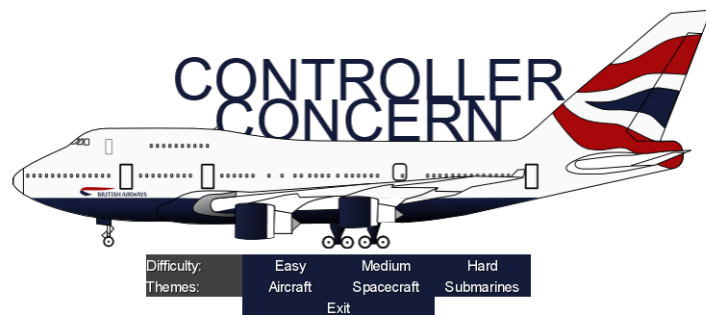- Have planes complete flight paths

SCORING

- GAINED
    - +1 point per gameplay second.
    - +5 for every designated waypoint that aircraft passes.
    - +25 point when aircraft reaches its exit point.

- LOST
    - -1 point per second per aircraft that's currently landed in the airport
    - -3 points per second per aircraft when separation rules are broken.
    - -20 points when plane exits the screen boundaries not through its designated exit point.

- MULTIPLIERS
    - Easy difficulty: Score x1.0
    - Medium difficulty: Score x1.5
    - Hard difficulty: Score x2.0

HOW TO PLAY

MENU SCREEN

- Easy
  - Opens the game in easy difficulty.

- Medium
  - Opens the game in medium difficulty

- Hard
  - Opens the game in hard difficulty.
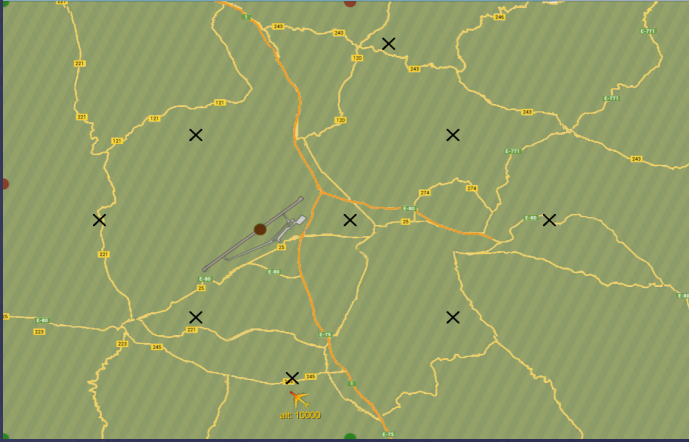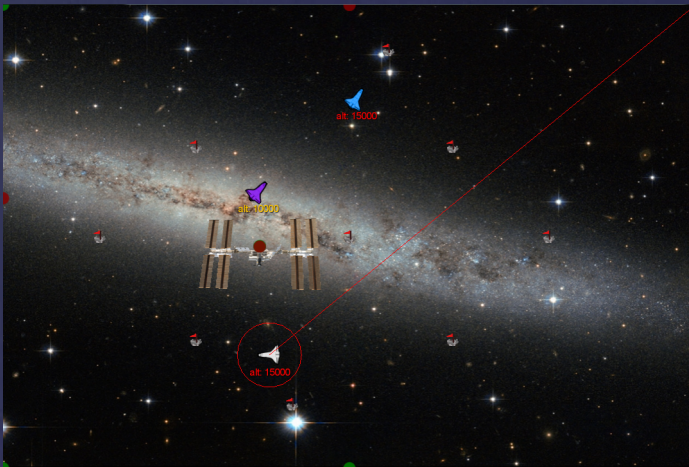
- Exit
  - Closes the game

THEMES

- Aircraft
  - Selects the original game theme.

- Spacecraft
  - Selects the space game theme.

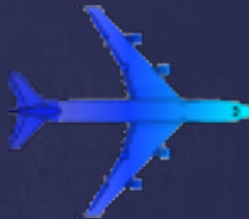- Submarines
  - Selects the underwater game theme.

PLANES

- Slow aircraft
  - The aircraft that moves relatively slowly.

- Normal aircraft
  - The aircraft that moves normally.

- Fast aircraft
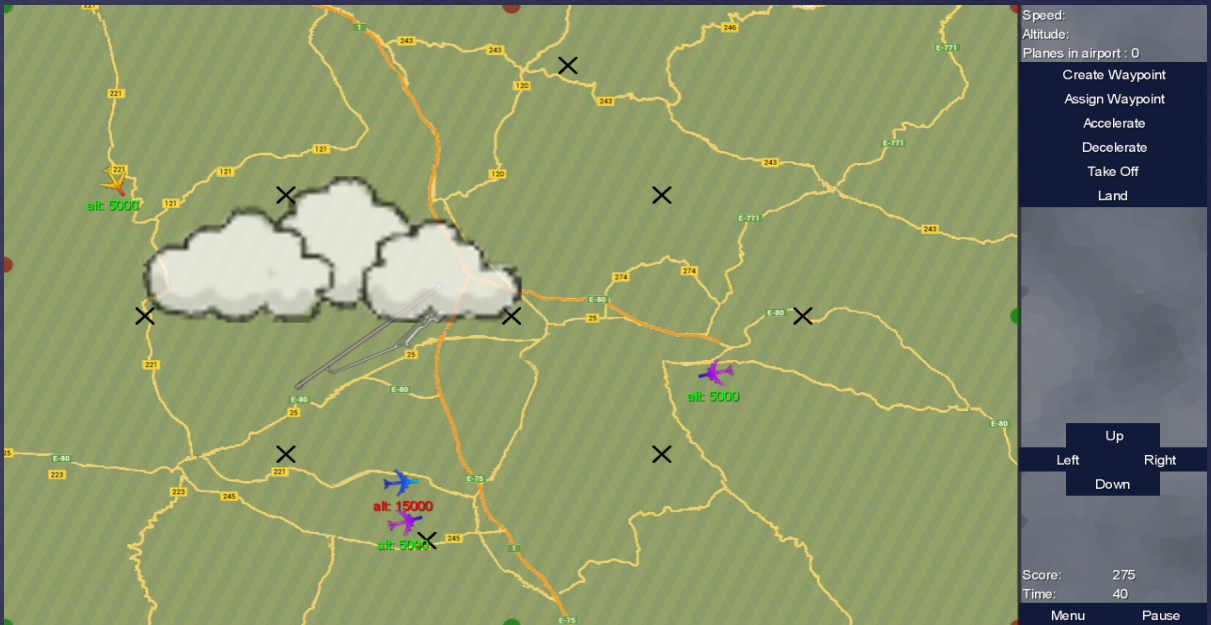 - The aircraft that moves relatively fast.

- Rogue plane – you have snakes on the plane!!!!
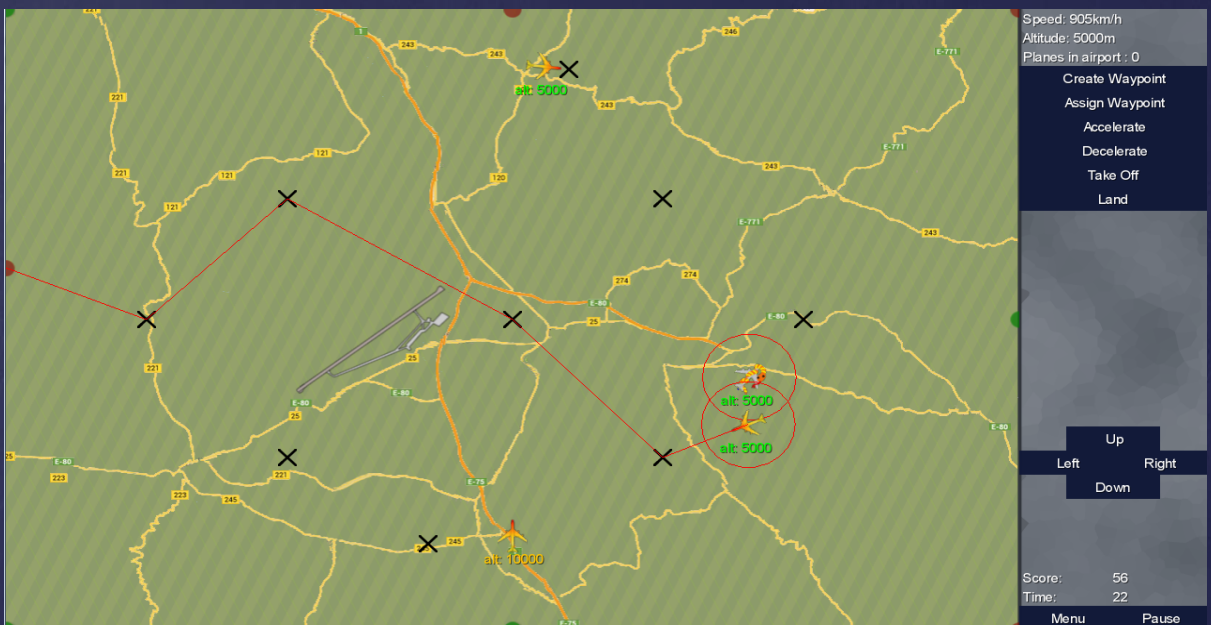 - Special type of plane that user is unable to control.

GAME SCREEN

- Clicking one of the options on the Menu Screen will open the game
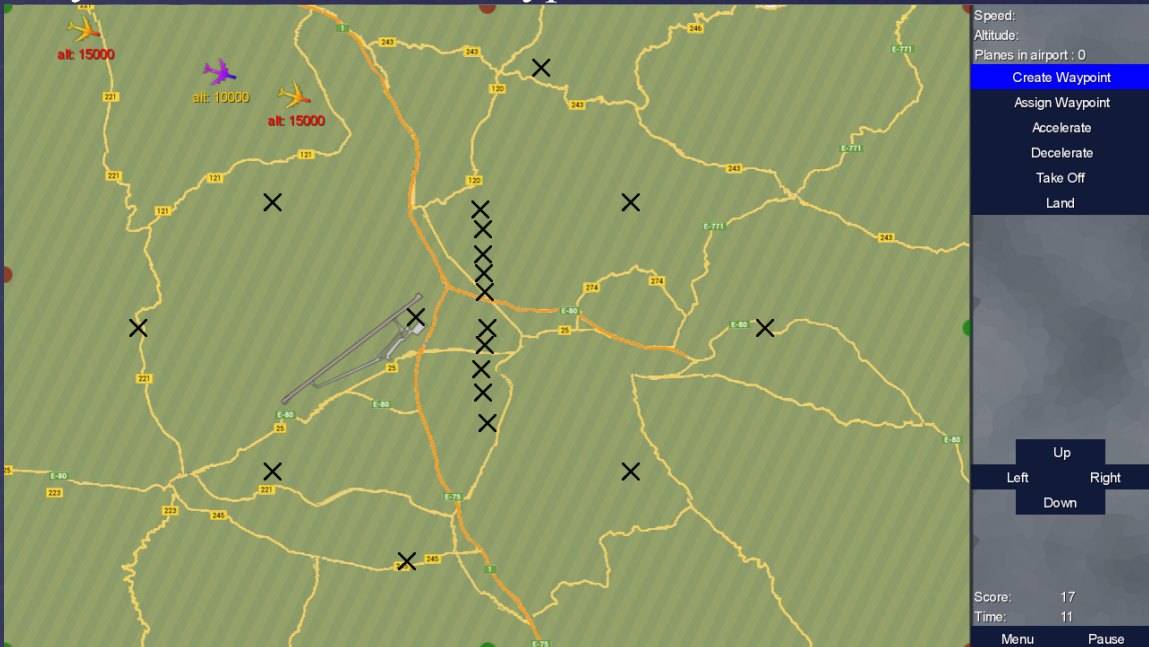

- The game begins with no aircraft selected. To select an aircraft, left click on it.
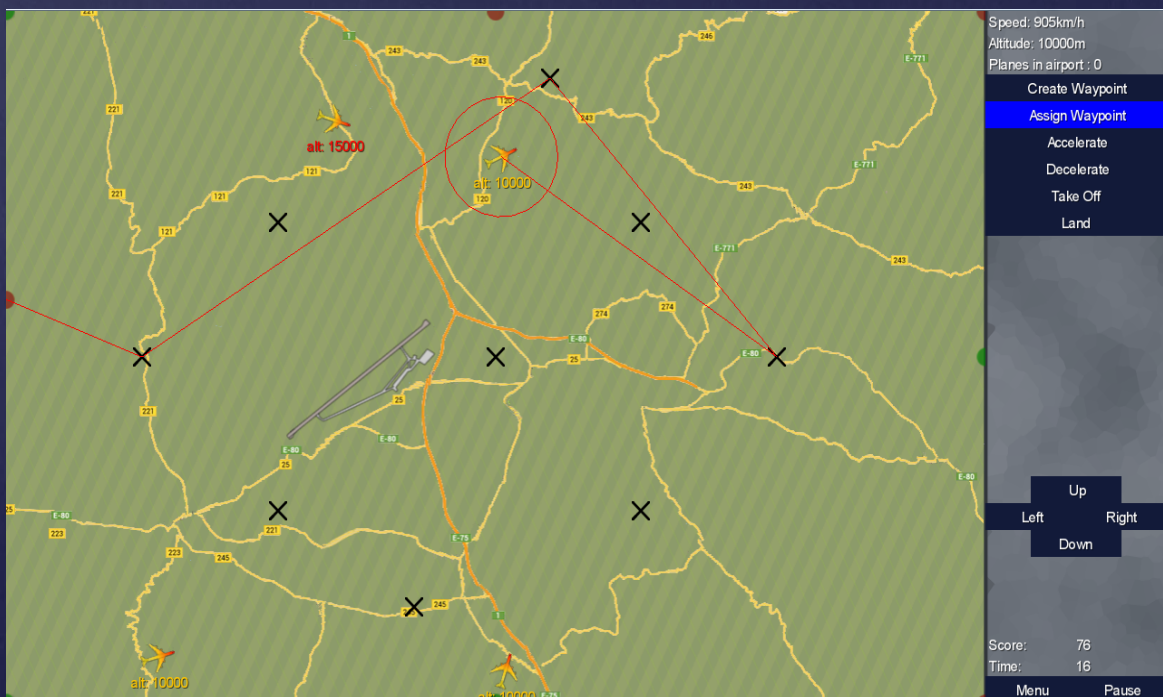

- When selected, the aircraft would have a red circle around it. You will now be able to issue commands to the selected aircraft.

GAME SCREEN - WAYPOINTS

- To create a waypoint click on the 'Create Waypoint' button on the sidebar. Then left click anywhere in the airspace, where you wish to create a waypoint.

- To remove a waypoint, have 'Create Waypoint' selected and right click on the waypoint you wish to remove

- To assign an aircraft to a waypoint, click on the 'Assign Waypoint' button. Then select an aircraft and left click on the waypoint you wish to assign it to.

GAME SCREEN – SPEED & ALTITUDE

- ACCELERATION
  - Select an aircraft and click on the 'Accelerate' button on the sidebar or press Q.

- DECELERATION
  - Select an aircraft and click on the 'Decelerate' button on the sidebar or press E.

- INCREASING ALTITUDE
  - Select an aircraft and click on the 'Up' button on the sidebar, press W or 'Up arrow'. A high altitude will be indicated with a red number next to the aircraft.
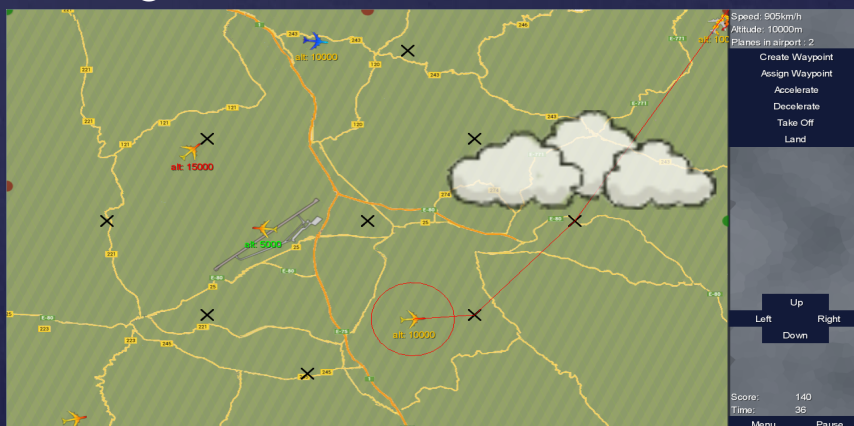
- DECREASING ALTITUDE
  - Select an aircraft and click on the 'Down' button on the sidebar, press S or 'Down arrow'. A low altitude will be indicated with a green number next to the aircraft.

GAME SCREEN – LANDING & TAKING OFF

- LANDING
  - Select an aircraft and click the 'Land' button on the sidebar. Aircraft will automatically land at the airport.
  - In order for planes to land, there must be less than 3 planes currently landed, if there are 3 planes in the airport, the 4th plane will attempt to land at the airport but will only pass over and continue with its original flight plan unless space is available.
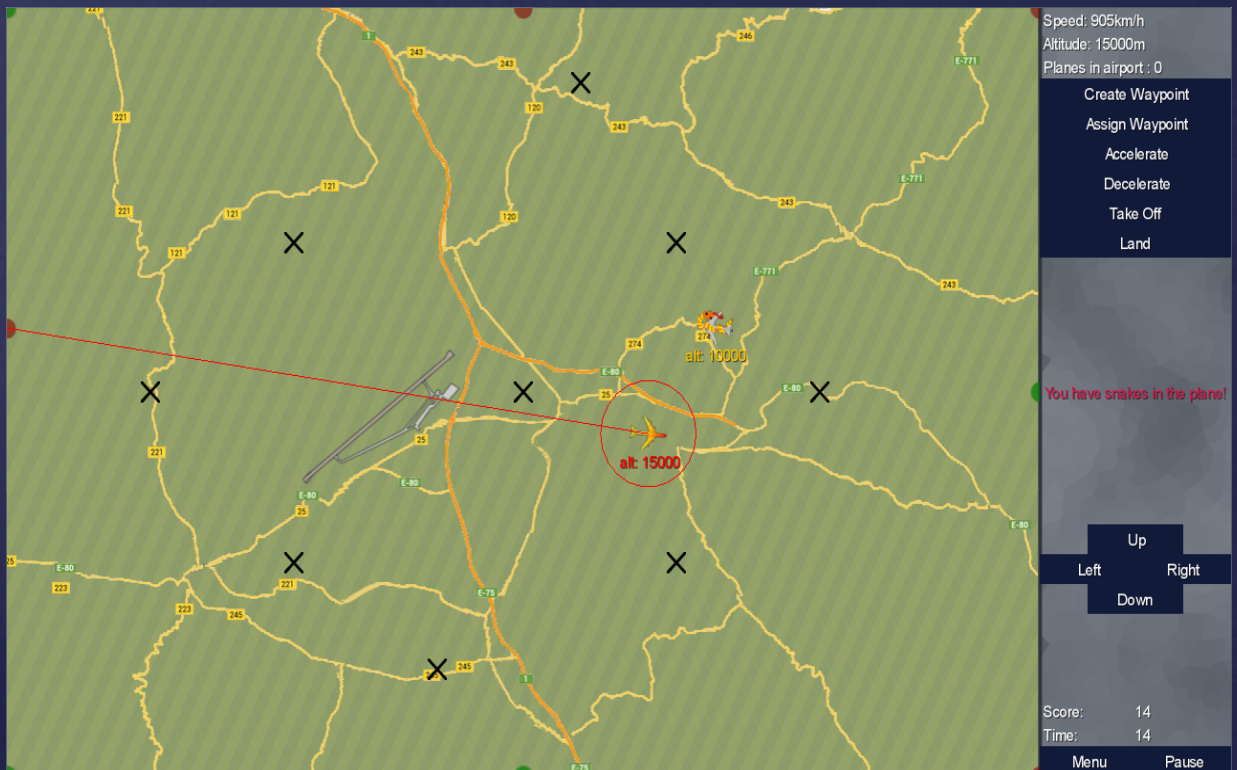

- TAKING OFF
  - If there are any airplanes currently in the airport, click on the 'Take Off' button on the sidebar and the first aircraft landed will automatically leave an airport and enter the airspace and continue their flight plan. Only one plane can be launched every two seconds to prevent them from colliding at take off.

GAME SCREEN – TURNING

- To make an aircraft turn left, select an aircraft and then click the "Left" button . The aircraft is now under your complete control and autopilot is disabled. A red line indicates the aircraft's desired exit point.

- To make the aircraft turn right, select an aircraft and then click the "Right" button . A similar result applies.

- Keyboard shortcuts can be used as well to control the aircraft as explained later.

- To enable autopilot again, assign a waypoint for an aircraft. This will create a new flight plan as defined by the assignment of waypoints.

GAME SCREEN – PAUSE, MENU & END

- PAUSE
  - Click on the 'Pause' button on the sidebar. Click on the same button to resume.

- MENU
  - Click on the 'Menu' button to go back to the main menu at any time.
- END
  - When 2 airplanes breach the separation rules, there will be red circles around both to notify a chance of collision along with a continuous loss of score. The game ends when 2 airplanes collide. Upon collision you will be shown the end screen that will give you a choice to enter your name to be placed in the leaderboard if the score is high enough and return to main menu.

You have failed.
Two aeroplanes have collided mid-flight in a huge crash which resulted in the death of 319 people.
However, surprisingly, you managed to avoid a crash for approximately 7 seconds, which is respectable (at least by some standards).
Your final score is 14

Enter your name to be entered into the Leaderboard:
Name:

Main Menu

KEYBOARD SHORTCUTS

Action	Key
• Accelerate	E
• Decelerate	Q
• Increase Altitude	W or ↑
• Decrease Altitude	S or ↓
• Turn Left	A or ←
• Turn Right	D or →
• Pause	Space bar
• Enter name into leaderboard	Enter