User Manual

Installing and running the game

Visit our website (http://sepr-hou.github.io/) and download the game file from the Download page. Double click the downloaded .jar file to play! (Ensure the Java runtime environment is installed - this can be downloaded from here).

Playing the game

When the application is run you'll be presented with the menu screen. To start playing the game simply click on "Start game" button. Congratulations, you are playing the game!

You'll start to notice aeroplanes spawning on the edges of the screen, it's your job to direct these aircraft on their flight paths without aeroplanes colliding into each other in a fiery ball of death, metal, and smoke. Flight paths are made up of waypoints, those are the red dots you can see in the airspace. First you'll want to know how to control these aircraft.
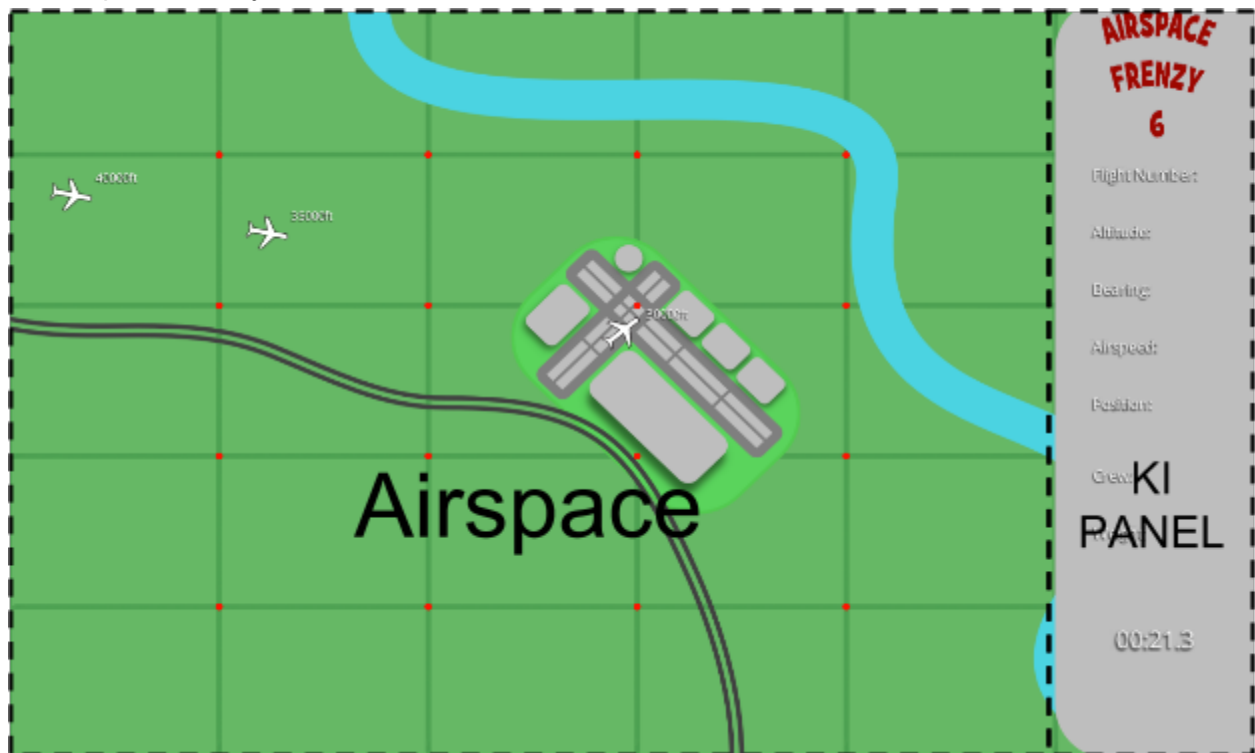
Luckily controlling planes is easy. To start you need to select a plane, this can be achieved by clicking on the aircraft with the cursor. You'll notice two things: that the information panel on the right side of the screen is updated with all the selected plane's current information and the selected plane is coloured yellow. The plane can be controlled with the use of the arrow keys (or

WASD keys) on your keyboard. Pressing the up/down (W/S) keys will change the plane's altitude by a set amount. The left/right (A/D) keys will command the plane to turn; the plane will turn for as long as one of these keys is pressed. Notice how the information on the information panel e.g. bearing and altitude is updated accordingly.
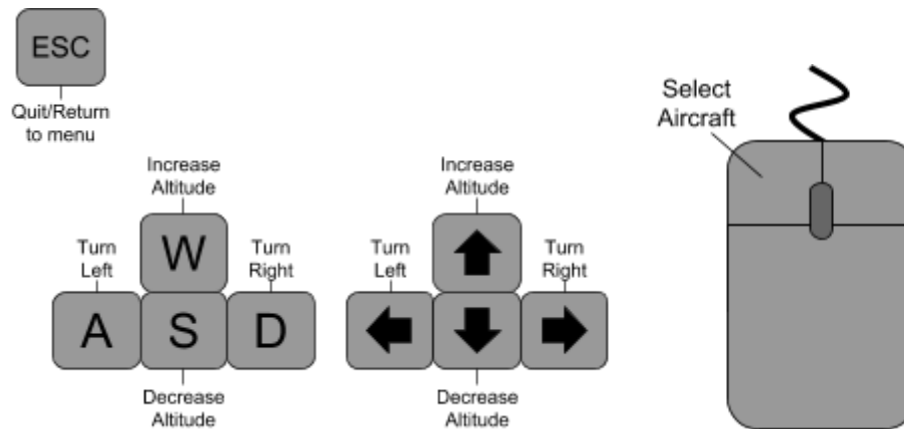
So now you know how to control a plane the next step is to find out where you need to direct it. Each plane has a generated flight path made up of waypoints. To find out which waypoints your aeroplane needs to go through, simply select it. A route made up of yellow lines will appear on the screen displaying the route from the plane's current location to its exit point.

Example Collision Warning

Example Flight Plan

Finally you need to keep your planes safe by stopping them colliding with one another or else face demotion from air traffic controller to bus stop manager, drain pipe cleaner, coal taster or something similarly unexciting. Fortunately for you an early warning system is installed. When it looks like two planes are getting too close, a black circle will appear around the planes in question. Reacting quickly here is essential to stop collisions.

Now you have a good idea how to play, it's up to you to make the most of the game. Good luck!