

Mechanics to teach (in order):

- Walking/looking (moving camera with mouse)
- Interacting (press E)
- Picking up/dropping/moving objects (press E)
- Jump
- Collecting key cards/unlocking areas with them?
- Zero-G forward and upward boosts

Objectives:

- Complete System Check for ASIMo-V
  - Move over to and look at panel in starting room
  - Interact with panel
  - Jump for System AI
- Go to the mess hall
- Clean up mess hall
  - Pick up trash lying about
  - Take trash over to disposal receptacle
  - Drop trash into receptacle (could burn it/explode other items?)
- Put away equipment in zero-g 'basketball' court
  - Go to court (locked)
  - Go to locker room to collect a key card
    - Interact with locker to open
    - Interact with key card to collect
  - Unlock zero-g 'basketball court'
    - Go to panel next to entrance of court
    - Interact with panel to unlock
  - Retrieve equipment
    - Use forward and upward boost to navigate
    - Pick up equipment
    - Bring to locker room