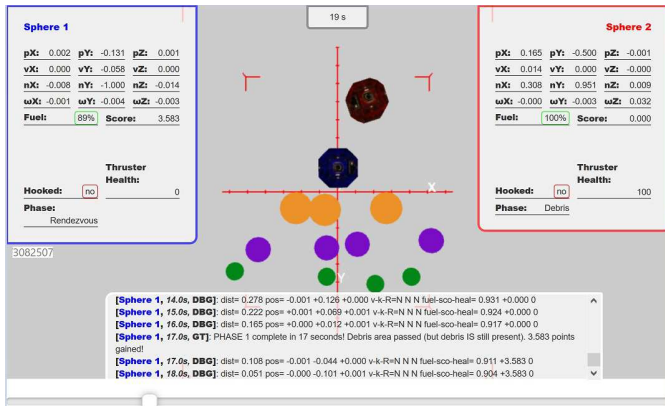
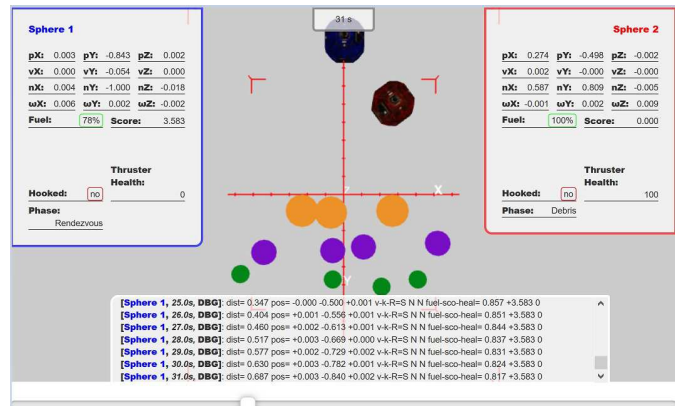


Step 1 --- Step 2 con **cancelDebris** impostato a **0** (2D Beta completo)

Step 1 – Debris **COMPLETATO**

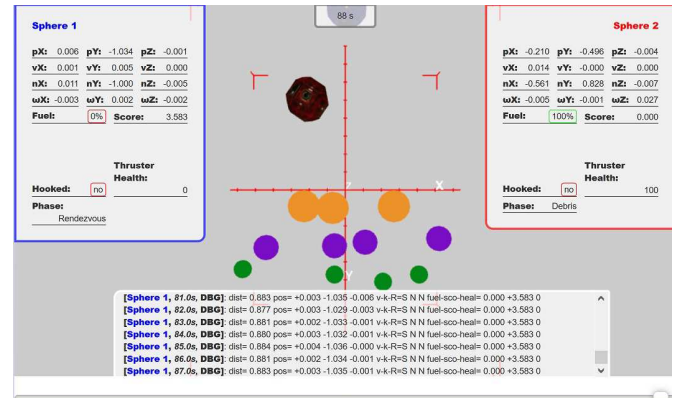
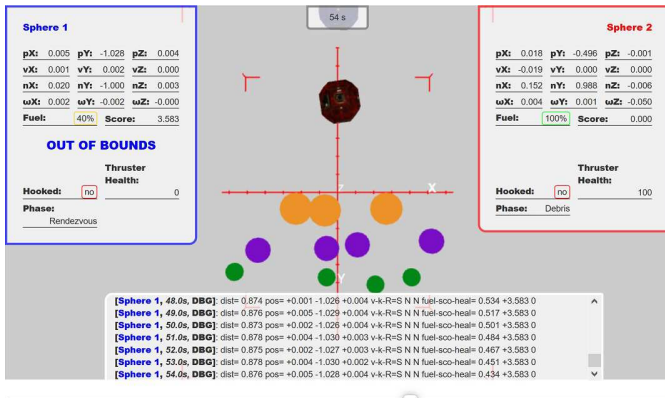


Step 2 - Rendezvous **NON eseguito**



Step 2 – Rendezvous **NON ESEGUITO**

BLUE va alla deriva, in **OUT of BOUNDS** e viene fermato, consumando tutto il fuel



Simulazione da 100 secondi con **cancelDebris** impostato a **0**

- Sphere 1, 0.0s, DBG: i= 0 radius= 0.030 posDebris= -0.579 +0.448 +0.000
- Sphere 1, 0.0s, DBG: i= 1 radius= 0.030 posDebris= -0.069 +0.479 +0.000
- Sphere 1, 0.0s, DBG: i= 2 radius= 0.030 posDebris= +0.216 +0.512 +0.000
- Sphere 1, 0.0s, DBG: i= 3 radius= 0.030 posDebris= +0.413 +0.471 +0.000
- Sphere 1, 0.0s, DBG: i= 4 radius= 0.045 posDebris= -0.447 +0.328 +0.000
- Sphere 1, 0.0s, DBG: i= 5 radius= 0.045 posDebris= -0.067 +0.312 +0.000
- Sphere 1, 0.0s, DBG: i= 6 radius= 0.045 posDebris= +0.116 +0.290 +0.000
- Sphere 1, 0.0s, DBG: i= 7 radius= 0.045 posDebris= +0.527 +0.273 +0.000
- Sphere 1, 0.0s, DBG: i= 8 radius= 0.090 posDebris= -0.240 +0.095 +0.000
- Sphere 1, 0.0s, DBG: i= 9 radius= 0.090 posDebris= -0.071 +0.109 +0.000
- Sphere 1, 0.0s, DBG: i= 10 radius= 0.090 posDebris= +0.276 +0.090 +0.000

ai secondi **6 / 9 / 10 / 11** **COLPISCE 4 detriti** **-10 / -25 / -25 / -50** thruster damage

17s **PHASE 1 complete** in 17 seconds! Debris area passed (but debris IS still present). **3.583** points gained!

19s **RAGGIUNGE il punto del Rendezvous (ma poi lo SORPASSA)** Sphere 1, 19.0s, DBG: dist= 0.008 e quindi fa un tentativo di **checkRendezvous()** che **NON** dà esito positivo,

Sphere 1, 19.0s, GT: Rendezvous NOT ready; separation too large (0.380).

ma lo SPHERES non si ferma, VA ALLA DERIVA perchè TUTTI i truster sono danneggiati (health = 0%)

Sphere 1, 19.0s, DBG: dist= 0.008 ... **v-k-R=S N N fuel-sco-heal= 0.897 +3.583 0** **89.7%** (display **89%**)

31s, ... pos= +0.003 **-0.840 +0.002** v-k-R=S N N **fuel-sco-heal= 0.817 +3.583 0** **81.7%** (display **78%**)

dopo 12 secondi raggiunge il bordo del campo di gioco, consumando 0,007 fuel al secondo **0.7% fuel/sec**

a questo punto entra in azione il Game per fermare lo SPHERES a distanza di sicurezza dalle pareti (penalità sul fuel)

54s, ... pos= +0.005 **-1.028 +0.004** v-k-R=S N N **fuel-sco-heal= 0.434 +3.583 0** **43.4%** (display **40%**)

dopo 23 secondi si ferma alla massima distanza consentita su Y-, consumando **0,017** fuel/sec **1.7% fuel/sec**

80s, ... pos= +0.003 **-1.031 -0.003** v-k-R=S N N **fuel-sco-heal= 0.001 +3.583 0** **0. %** (display **0%**)

dopo 26 secondi ha consumato tutto il fuel sempre **0,017** fuel/sec **1.7% fuel/sec**