3D Solar system – Space Travel

Users opinion – final project

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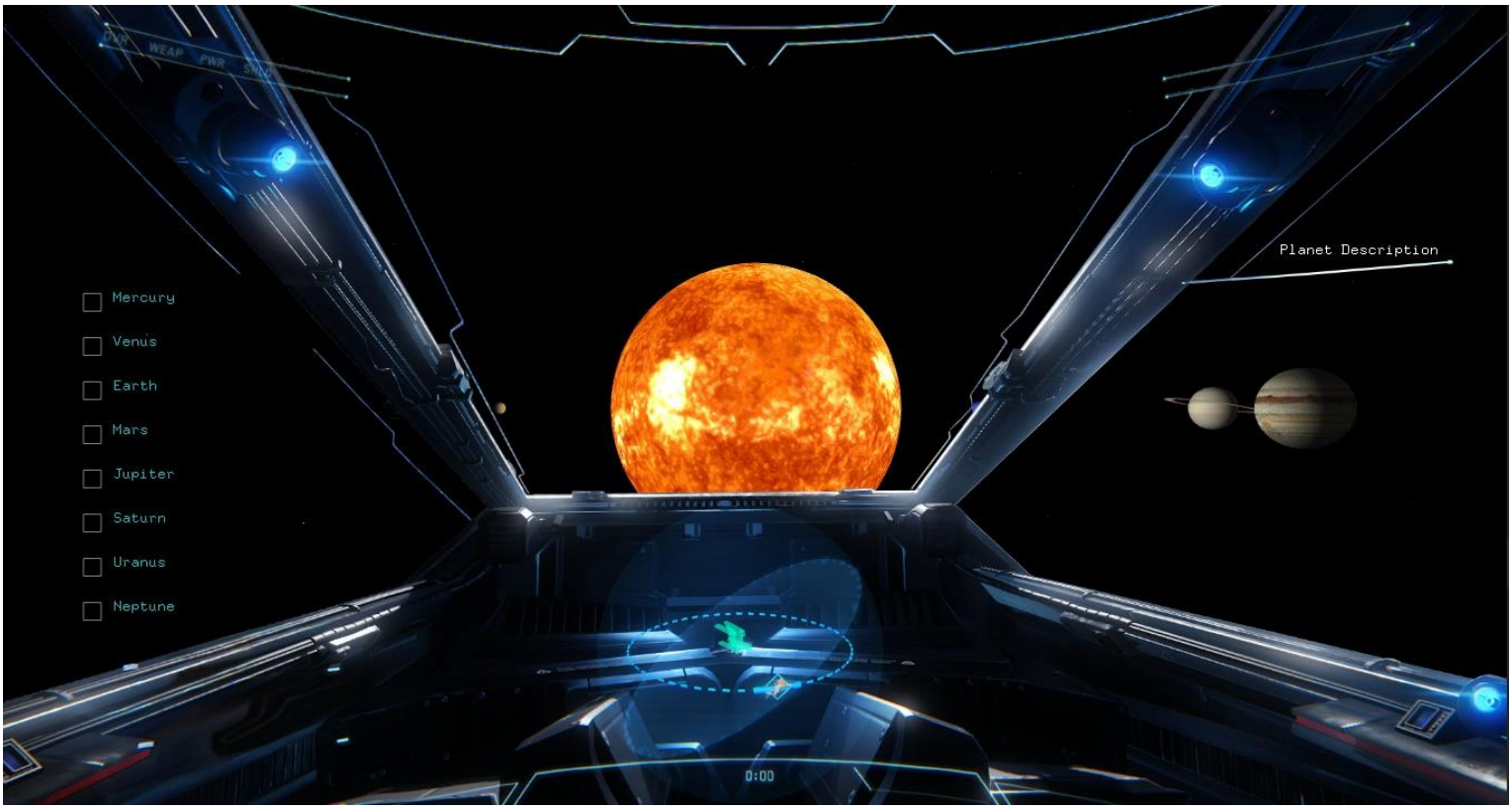
#1. Wiktoria – 12 years old student of Chislehurst School for Girls

Age range wise, Wiktoria belongs to our primary target audience. Last time, when we asked her for opinion the app was running very slow(memory leak and too many stars). She was the only one who did not even notice that issue, but this time the first thing she realized was that the Solar System works faster. Wiktoria was amazed with the spaceship picture as well. She specifically pointed out how she liked the stars and the ability of moving around the space. The biggest impression on her was made by the planets, which came closer to the ship after clicking on their names. She was also excited enough to discuss some new stuff she read on the planet description panel, for example she wanted to know what a "Gas Giant" was. Apart from that, the only negative feedback was too loud cockpit sound, whichever hurt her ears. It does make sense since it sounds like sine waves, which usually are no pleasure to listen, so we turned the sound down a bit. Wiktoria loved our Solar System and she would love to show it to her friends.



#2. Gosia – Goldsmiths Computer Science student

Gosia is really impressed with our work, mostly because Space had always been here cup of tea. She pointed out that idea of rotating the Universe and exploring the Solar System deeply is incredible. Additionally, she was thrilled about being able to see every planet so closely and follow it with the spaceship. She mentioned that the instructions could be a little bit clearer. She was a bit confused how to exit the planet description mode. In previous users' opinion Gosia said to set the positions of the stars outside of the Solar System, and she was disappointed that we have not done it, because when the star appears next to the planet it looks like an asteroid. Also, from the scientific point of view stars are not appearing between the planets, but further away. In general, Gosia liked our project.

#3. Md Anjamul Islam, Ethen - Lecturer, Ahsanullah University of Science and Technology

When he was shown the final version, these are the exact things he pointed out: "I liked the UI very much. It is well-organized, easy-to-understand and beautiful at the same time. The idea of the spaceship is brilliant. The design and lighting of the ship is quite perfect. The font size might be bit too small to read. Planet description is hard to read when the sun is in the background. It would be better if the "Instruction" button was in Toggle-mode rather than Hold-mode." he said. He further added to his feedback "Overall, the app is really good and informative. Though, there are a few lacking, but they are mostly ignorable."
He thought that we were working with software's like Maya or Blender. However, when we clarified it is all OpenFrameworks work he was rather impressed.

#4. Sam – Graduated Games Programming (works mostly in UNITY and C++)

Sam thinks that our project looks great and professional comparing to the different Solar Systems he had seen before. In his opinion the UI looks cool, but the spaceship picture is taking too much space, but it is not that much of a problem, since we can just simply turn it off. He would like to see the version with clicked mouse on the planet version, but he said this one looks great. He does not like the way instructions are being shown.