

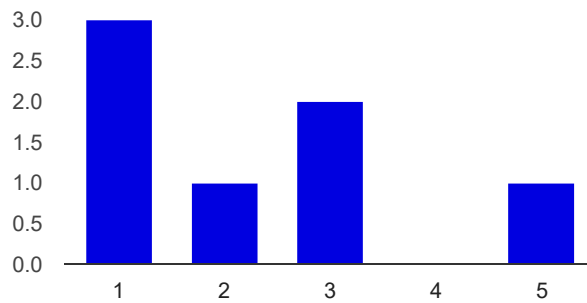
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Summary

In a game would a simple UI like Picture A be better or a complex UI like picture B?

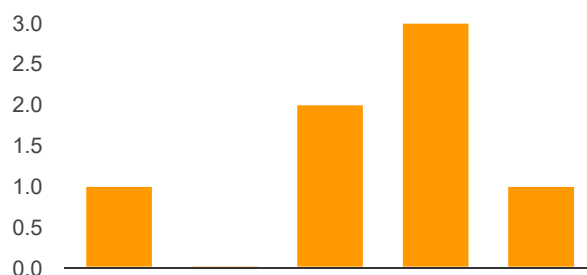


Simple: 1	3	42.9%
2	1	14.3%
3	2	28.6%
4	0	0%
Complex: 5	1	14.3%

PICTURE A (Sourced from: Tjstubbs's Blog - WordPress.com)

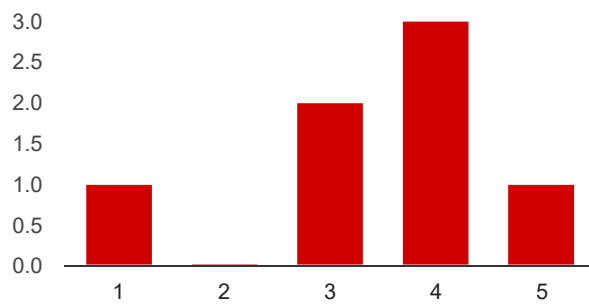
PICTURE B (Sourced from: <https://forums.inxile-entertainment.com/viewtopic.php?t=1558>)

From an RTS point of view, how important is micro-managment TO YOU?



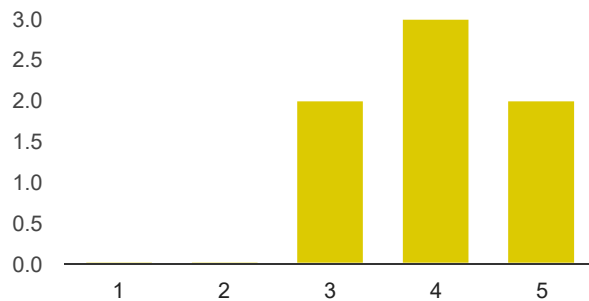
Don't Care: 1	1	14.3%
2	0	0%
3	2	28.6%
4	3	42.9%
Need It: 5	1	14.3%

Do You prefer an RTS to have lots of Micro-managment or very little?



Little: 1	1	14.3%
2	0	0%
3	2	28.6%
4	3	42.9%
Lots: 5	1	14.3%

Do you think the Micro-managment should be aided by the UI or should the player be primarily responsible?



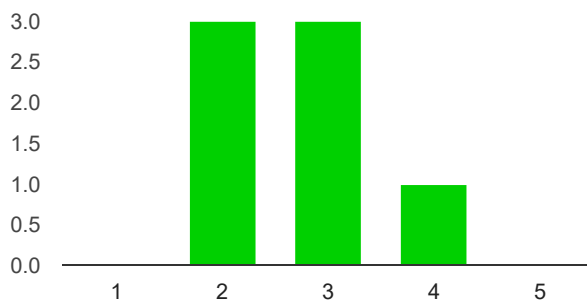
Player's Responsibility: 1	0	0%
2	0	0%
3	2	28.6%
4	3	42.9%

UI Help: 5 2 28.6%

For those who havent played it please watch this video from 13:30 to 13:50.

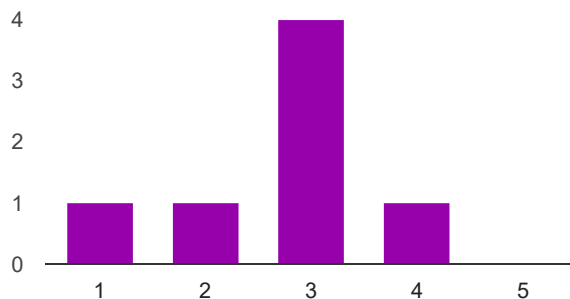
EAW UI Example Sourced From: www.meristation.com

Based on these sources would you say the UI is Simple to navigate?



Simple: 1 0 0%
 2 3 42.9%
 3 3 42.9%
 4 1 14.3%
 Complex: 5 0 0%

Based on this does this method make Micro-managment easier?



Easier: 1 1 14.3%
 2 1 14.3%
 3 4 57.1%
 4 1 14.3%

Harder: 5 0 0%

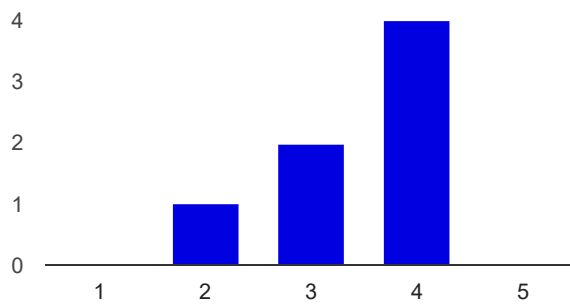
From this what would be the limitations of this UI? (TYPE YOUR ANSWER BELOW)

The UI across the bottom is large and takes up a lot of the screen

Not all possible routes between planets are visible

There isnt many limitation, RTS games need complex UI for micromanagment, its the control the player has that makes them enjoy the game IMO

Would you say that the UI is "Good" where the simplicity and micro-management aid are the considered factors.



"Bad": 1 0 0%

2 1 14.3%

3 2 28.6%

4 4 57.1%

"Good": 5 0 0%

Number of daily responses

