**Main Menu**

* Does the menu function as expected?

I really like the main menu, it’s very graphically appealing and for the most part, works as expected. I did notice that if you go into the options menu and then select the “Interface” menu, you cannot go back into the “audio” options without reverting back to the actual main menu.

* Is the menu alright to use?

It’s very nice and all the buttons make sense and are intuitive. I really like the animation of it moving while you move the mouse around the screen.

* Opinion on the transitioning between various sub-panels in the Options panel

They look and work very well apart from the bug that I mentioned above.

**Solar System**

* Are the controls intuitive?

Yes, they work well when in actual space. It’s nice that the rocket takes time to rotate and move around.

* Is the viewpoint from the probe adequate or should the camera be positioned differently in relation to it?

Maybe you could make better use of space if you moved the UI elements down to the bottom of the screen and then you could move the ship down a little bit, giving you a clearer view of the expanse.

* Should there be more or less scenery (space stations and satellites) littered in the scene?

I think they’re should be more, however It wasn’t too bad as it is.

* Is the expanse too big for viable play?

Nope it seems quite nice, if anything it might be nice to have certain very far away planets or objects that the player could go to if they wish.

**UI**

* Does the health bar and fuel bar work as expected?

Yes, it seems to and is very clear yet doesn’t get in the way.

* Would they be better as actual values instead of percentages?

If the game were to eventually have more customised options where a player can increase or decrease their HP depending on certain rocket parts then yes, a number would be better. However, as it stands I think it’s fine.

* Is the mini-map helpful in anyway?

I don’t think so, although it is a very nice feature and could be good. The only think I could make out in it was my own ship. I think that you should make it more like a radar screen and show everything as clear 2D points rather than showing a proper representation of the objects.

* Do the co-ordinates work correctly

Yes, they’re fine. It would be nice if the number could be converted into a value reprehensive of the real world. However, as they are they work well.

**Minigame**

* Are the controls intuitive?

They are similar to the main game; however, I think they should be more responsive in order to navigate the small openings.

* Can you tell easy and hard object difficulties apart?

Yes, it’s quite clear and makes sense.

* Should the level be longer or shorter?

Difficult to say, as it is, maybe made shorter, however if there was some form of scoring or points that you could collect or be rewarded then having a longer level might be nice.

* Should the scene be contracted or expanded?

I would say expanded. It seems extremely easily to bump into objects during it.