

# User Test - 3

## Flight Model

How do the ships feel to fly?

### Manoeuvrability

Flies like expected - ships feel weighty

Needs "space brakes"

### Controls

Intuitive controls - works like space - momentum is fun

### GUI

Clear what state your ship is in

## Ship Modularity

Is the GUI intuitive for changing parts on the ship?

Display name of part not slot type - so you don't have to hover over it

Should warn you about not having manoeuvring thrusters on the ship - and other parts

Is it clear what different components for the ship do?

Yes

## Galaxy Navigation

Is jumping between systems intuitive?

Makes sense, see thing click on thing, thing works

Is it clear how to jump between systems?

Yeah

## Additional Feedback

Put cargo space on mission screen

Should display your money on station screen/mission screen/trade screen  
Simple interface works well

When first joining - maybe don't start with station GUI

Galactic stock market so you can see where good trades are

Reputation locked parts

Ships should be bought in certain places