

User Test - 2

Flight Model

How do the ships feel to fly?

Manoeuvrability

Ship momentum isn't intuitive - having to counteract the momentum makes flying the ship difficult - ships should slow down

Controls

Not bad

GUI

Clear

Ship Modularity

Is the GUI intuitive for changing parts on the ship?

Not clear that a slot has been changed when assigning a new component

Don't allow selling a cargo bay with cargo in it - or allow transfer cargo

Colours for the component type tabs when selected

"Colour channels" could be named specifically so you know what they refer to - otherwise quite intuitive

Selecting the part on the model would be more intuitive than the circles

Not clear what ship is selected - on shipyard

Ship slots could be named so it's clearer where the part is going - named after the component that's in them

Can't change manoeuvring thruster colours & brackets

Checkout needs to be in neater rows - not centrally aligned - borders to make it like a table - showing previous when slot was empty isn't needed

Storing parts?

Is it clear what different components for the ship do?

Galaxy Navigation

Is jumping between systems intuitive?

Can't remove the system info thing needs a close button

Fuel available on the system info thing on galaxy map

Use less decimals on fuel thing

Fuel use should be modified by ship mass when jumping

Refuelling ships

Local map needs key

Is it clear how to jump between systems?

Yeah it's okay

Additional Feedback

Blue is too bright on shipyard

Credits on shipyard

Rotate ship on additional axis in outfitting - for easier viewing

QoL - Allow selecting multiple components

Bug when editing ship colours

Press ESC to exit/go back from GUI

Station is too small - hard to see

Ship - gui splits on repair gui for health

Health doesn't reset when repairing the ship until taking damage

Home system isn't clear that it's faction home system

Locational damage - power plant placement - at front more exposed - cargo could get damaged being on the sides

Weight balancing for components

Remove bodies - it's superfluous

View system info outside of the station

Charge for modifying the ship - timer for changing parts - or pay to expedite

Hot parts on ships - fines/confiscated ships - relationship penalties - cleaning