

# User Test - 1

## Flight/Navigation

How do the ships feel to fly?

Zoomed out - can't tell what direction you're travelling

### Manoeuvrability

Can't catch up with other ships very easily - Ships should have a lower cruising speed

Not used to turning using acceleration - normally instantaneous turning

Speed isn't clear even with the marker - scale it? add an effect?

### Controls

Controls make sense - Would feel better on a controller

### GUI

Ship GUI should scale with zoom

Edge of screen markers for ships

## Ship Modularity

Is the GUI intuitive for changing parts on the ship?

Easy enough

Is it clear what different components for the ship do?

Clear

## Galaxy Navigation

Is jumping between systems intuitive?

Instant load is sometimes unclear when you jump

Controls intuitively

## Additional Feedback

GUI wasn't scaled properly on Shipyard and Trade

Local map could rotate with the player

Need a key on the local map

Shields should be recharged on respawn