Feedback

- Light dismiss the action menu
- Not totally clear action = turn

- What to do w/ huge stockpiles of units?
- Huge stalemates
- Scrolling no bottom seems "bad" Hits button a lot
- Need Help button doesn't work
- No way to push
- No real strategic choices

Need Help ↙

- Loving the menu
- AI
- Be able to switch
- Send x # of units?
- Not obvious turn based (Real time?)

- Flow "reach" not obvious
- Can zoom in and out (Not obvious)

Joe K. Feedback

Scroll need to cut off text.
Need help? button

Dialog grey = disabled (Bad)

Effing crazy numbers

Icons hard to see when zoomed out.

Circular bars might be worth it for Fortify &
Resource icons.

Difficult to ID planets you can take.

Lots of stalemates with "kill troops, but haven't claimed
planet" functionality
vs. one CPU player?

"Change planet base type" option

> 1 action per turn

Fortify planets help graphic too small.
& attacking

Menus rock.

Number confusing.

"Can I fortify again?"

While focusing on one enemy, lose track of activity of

Change planet type x 2

Interior planets accumulate very many fortified units.

Don't attack until there's nothing to colonize

Smaller numbers.

Transfer units between planets.

Graph bottlenecked.
AI doesn't seem to attack each other.

Can't colonize the home planet? Confusing.

Selection & hover colors

"I thought I was just building things in one long turn."

Huge numbers have no meaning to me.

Grid layout probably boring. New graph layout?

Corners accumulate large # troops.

"I feel like I'm not making any real choices."

Can't influence how troops are allocated.

Make more choices.

Indicator when attacked.

Some thought real time.

Show enemy turns.