1. How interested would you be in playing a space simulator?
2. Would adding educational elements increase or decrease your desire to play such a game?
3. Please rank the following features in the order you would prefer to see in a space simulator, 1 being the one you would like to see most, 5 being the least:
   1. A feature that guides your ship into orbit of a planet, using rings and velocity indicators as guides.
   2. Showing vectors of moving objects to demonstrate how they change due to collisions or gravity from nearby objects.
   3. The ability to destroy asteroids using weapons such as guns or missiles.
   4. A universe that is randomly generated.
   5. On-screen physics calculations.
4. Would realistic spaceflight controls add to or detract from the experience? In other words, if a thrust is applied to the ship to cause it to travel in a certain direction, it will continue to travel in that direction until an opposite force is applied.
5. What do you envision as being the ideal way to control a spaceship in a simulator? Ex, joystick, mouse and keyboard, etc…
6. Which is more important to you: realistic visuals with fewer objects or realistic physics on more objects?
7. Would a multiplayer aspect increase your desire to play this game?
8. Other than those already listed, can you think of any features you would like to see in a space simulator? If so, please list them.