Solar System Explorer Feedback Form
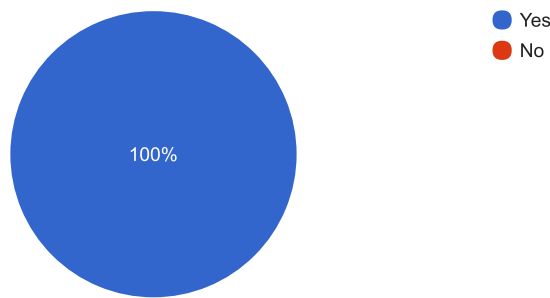
13 responses

SUMMARY | **INDIVIDUAL**

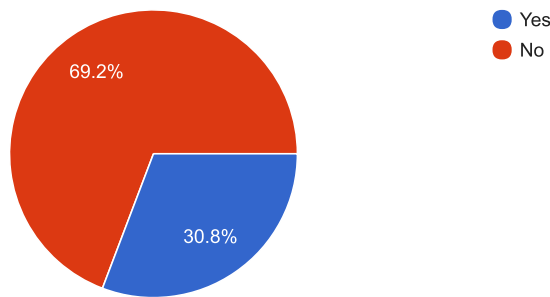## To your knowledge, have you played an 'incremental game' before?
13 responses

- Yes
- No
- I *think* so - aspects seemed familiar.

15.4%
7.7%
76.9%
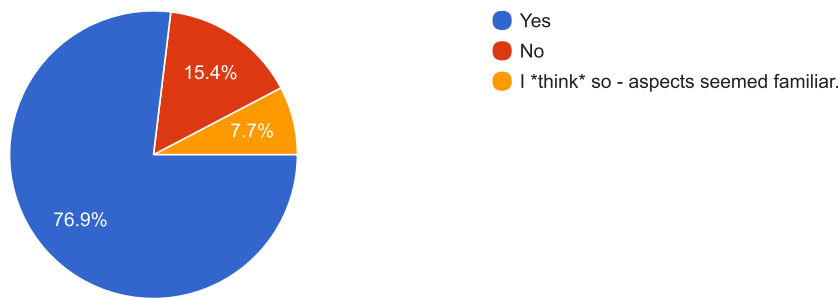
Did you play the demo to completion? i.e. able to view all planets
13 responses

- Yes
- No

100%

Did you learn any new facts or terminology from playing the demo?
13 responses

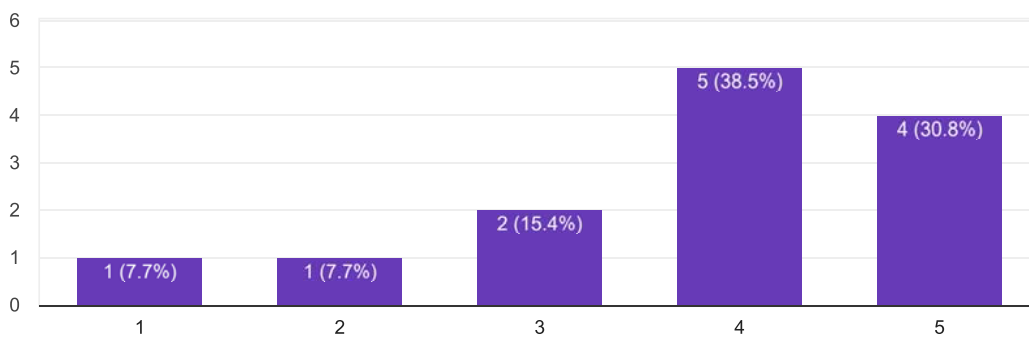- Yes
- No

69.2%
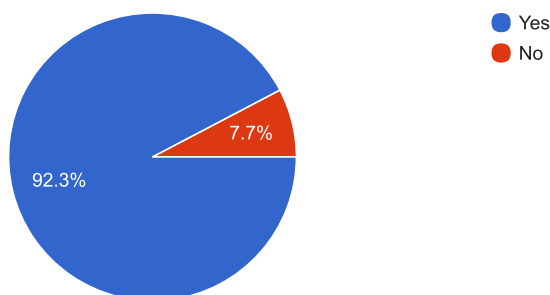30.8%

4 (30.8%)   0 (0%)   0 (0%)   0 (0%)
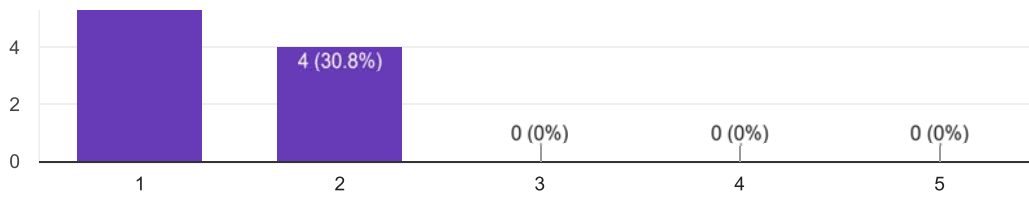
Did you find the visual representation of the solar system to be realistic?

13 responses

Would you be interested in playing a full version with more content?

13 responses

- Yes
- No

92.3%
7.7%

Any further feedback or detail to add to the above answers?

11 responses

No to playing more - But only because I shouldn't play these kind of games because they eat my life, not because there's anything wrong with it

It's a neat little clicker game. I know the console is scrollable, but in terms of the UI it feels like each new update should 'fill' the space - like a new screen of text/data. When I could see a bit of the previous update at the top of the screen it was sometimes jarring.

Would it be possible to be able to click on the planets in the system view and be taken to the planetary data view?

The planetary spheres, particularly for the gas giants look a little solid and glossy.

Could be a great science museum exhibit!

This was a pretty cool way to learn about energy production and space travel. I would have loved to see some links or further facts about space and the planets and the theories around space travel, but I understand this is just a demo. I think it would be a good learning resource for children interested in space. I did enjoy it as an adult.

First of all, well done! The game is absolutely fun and beautifully designed. A few things: the text is a bit uncomfortable to read, it's located on the bottom of the interface which I guess makes it feel like a command board, but I generally skipped the reading because it just didn't feel comfy. I love the overall look of the solar system. I wish there was something extra, like the ability to tweak certain aspects of the power plants. I generally dislike incremental games because they are pretty repetitive but I feel Solar System Explorer got so much potential. You should definitely pursue this and again, great job, I had fun:)

The panel on the top right, didn't do anything. I guess when people see Saturn they are expecting to see the rings. I think having the launches of the orbital power plants being visible would be good, perhaps also a build time given to the various items so you could impart how long these things would take (tying it into your Sun would create a blur of the sun speeding around.
Then you'd need a way to fast forward time, maybe a chronometer for the space station that could be upgraded to allow faster progress of time.
Also it would allow you to see how long missions to Mars take.

More!!! I collected lots of resources I want more! Also a save game feature would be nice, and maybe some online leader boards to add a social or competitive element to the game. Please release the full game!

Maybe consider putting you JavaScript code in a closure to prevent access to functions and variables, currently the game can be manipulated using the console, e.g. resourceOne._amount = 1000000. Currently this doesn't really matter as the user would only be cheating themselves but might be something to consider.