

The main idea behind this concept is that the player can view the rockets and the spacecraft and for both they can select components that will then be installed. It should be mostly obvious to the player when selecting components if the flight will be delayed due to a selection. For components that haven't yet been selected we can show a dashed silhouette of where the component will go. For components that have been selected we can show a progress bar, possibly with the number of days remaining on it or show that when they hover over the progress bar.

