

Feedback for development of user-generated content management solution

Future development suggestions

Issue	Severity	Potential solution	Complexity
Editor file panel - "set as target package" and "Menu" buttons not visible enough.	Low	Make the buttons full Button elements with appropriate visual size, keeping them in the same location they are.	Low
Editor file panel - "set as target package" button should unselect a package when clicked again.	Low	Make the button revert back to the "default" package when clicking again. Indicate "clicked" status of the button.	Low
Editor inspector panel - external asset file "browse" symbol should be a folder icon instead of a plus sign.	Low	Change the external asset file "browse" button symbol.	Low
Editor inspector panel - if a number is the last symbol of a package "identifier" property, it will be removed in the generated "name" property.	Low	Change the unique package name generation logic to not lose identifier end numbers by detecting underscores before numbers.	Low
Mods menu - the "manage workshop mods" button is not always intuitively found quickly.	Low	Could make the button larger or move from table header to the sidebar and add a Steam icon. Otherwise it looks like a table header.	Low
Editor inspector panel - editing the "package" and "overrides package" properties allow the user to write their own text into the line edit.	High	<i>Simple fix implemented - non-existent package names get changed to "default".</i> Long-term it should be disallowed to manually enter text in these properties. This applies to any property which contains a reference to another game object. These fields could be displayed as buttons or disabled text boxes with a button next to them, similar to the external file inspector elements.	High
Editor system selection tabs - on launching the editor, the default tab is the "Package" system, but the tab is not highlighted.	Low	Make the system selection tab container tab be selected on launch as well as the package system.	Low
Package system logic - overriding content not intuitive in all cases (first renaming, then setting the "overrides_package" property).	Medium	Retaining the back-end logic, change the editor to provide a list of objects to override, instead of having to specify a package to override. The package can be retrieved from the object selected, and the overriding object's name automatically changed to match the object selected.	Medium
Package system logic - it is more intuitive to look in the "Package" tab when trying to determine what content is in your package. Currently it is hard to get an overview of what	High	Add a way to see content in a package. To match the way the editor is set up, this could be implemented as a custom editor preview - displayed in the middle part of the editor.	High

is in a package.		A collection of all of the objects within a package could be displayed in order to allow verification that all necessary content is in a package.	
Package system logic - the concept of a “default” package is not intuitive for everybody.	Medium	Disallow creating new objects unless you have created a package and set it as target. This would allow removal of the “default” package altogether.	High
Menus - switching between Mods and Editor menus for enabling/disabling mods and adding/deleting them can be tedious.	Low	<p>Add a delete button in the “Local” tab of the Mods menu to allow the deletion of local copies created from workshop mods.</p> <p>Showing disabled packages and providing an option to enable and disable packages in the editor would reduce the need to go to the “Mods” menu to perform these actions. The complexity is in the dynamic data loading and unloading required for this, as well as needing to disallow modifying the content of disabled packages or adding references to these packages.</p>	High
Editor inspector panel - user-created objects are not displayed in front of builtin content in inspector sub-menu lists like they are in the file panel	Medium	Display user-created and workshop objects in front of built-in content. This is not trivial, as ordering currently follows data load order in the global System collections.	Medium
There is no way to set package load order to control which packages are loaded before others.	Low	<p>Pre-load package contents into temporary collections and then load them into the global System collections based on a user-defined load order.</p> <p>The load order can be specified via enabling re-ordering of the package lists in the “Mods” menu.</p>	High
Mods menu - when publishing a package, the appearing Steam icon causes the package line in the package lists to become a bit higher, resulting in a visual discrepancy.	Low	Fix the item heights. Add a “Steam Workshop” icon which fits within a text line’s height and is still recognizable.	Low
Mods menu - when publishing with certain images (tested with a png file with a resolution of 700x1390 pixels), package content is not uploaded to the Steam Workshop and an empty item is created instead.	High	<p>While it is then possible to re-upload with a different image, it should be indicated to the user that the upload failed and they should try again.</p> <p>Showing a notification popup can be added in this case when a global notification system is implemented.</p>	High
Mods menu - display supported game version next to downloaded mods.	Medium	Game version checks can be supported by writing the version of the game that a package was published with to variables in the Package objects being published. This can be added when standardized versioning is added for the game.	High

		Additional logic needs to be added to disallow enabling a content package if it does not match the game's current version. Warnings need to be displayed to the user in such a case, for example by coloring the mods in the list red.	
Mods menu - display workshop preview image.	Low	<p>A separate element added to the "Mods" menu, displaying the locally selected image file when uploading.</p> <p>A more complex solution for displaying already uploaded preview images could be added to display the online image directly or download and store it along with a package in the root directory. This would make downloaded packages more immediately recognizable.</p>	Medium

Bugs:

Bug	Severity	Comment	Complexity
Asset file handling - audio streams property on a Sound object saving an empty array when adding an additional empty line to the end of the array before saving the object for the first time.	High	Resolved - audio streams save correctly in all tested cases.	Medium
Name change propagation - Master Template name propagations not working correctly in the exported version of the game	High	Resolved - In Godot 3.3.2 gdscrip, not all dependencies are detected when the game is exported and all property types are not specified correctly. This includes specifying type "Object" on the "type_*" properties. This is an issue with type inference not working in all cases.	Medium
Game object relationships - crash when a broken Template reference occurs in a Master Template	High	Resolved - The missing object will now show up as missing as before, instead of causing a crash.	Low
Mods menu - making a local copy of a disabled workshop package would result in an empty package and a UI bug requiring pressing the "enable" button twice to enable the package.	High	<p>Resolved - The implemented solution disallows making a local copy of a disabled package and an added tooltip mentions this.</p> <p>A potential more complicated solution would enable the package when pressing duplicate and then disable it again afterwards.</p>	Low
Editor preview - deleting a package does not instantly refresh the editor preview of Spritesheets that used to be overridden by the deleted package. The old override graphic, while the actual asset file used is the original non-overridden one.	Low	Refresh the Spritesheet object's texture when an overriding object is deleted.	Low

Feedback for pre-existing editor functionality

Issue	Severity	Potential solution	Complexity
Game object properties - the "chunks" property of the Master Template does not indicate it contains Template objects.	Low	Rename the property to "templates" or rename the Template and Master Template systems to be more descriptive - for example "Chunk" and "Template".	Low
Editor inspector panel - text box length not limited. The user can put an infinitely long text into a Display object.	Medium	Limit all text input length by default. Resolved - Default length limited to 200 characters. All objects' "name" and package's "identifier" properties are now limited to shorter lengths and characters allowed in file names.	Low
Editor file panel - Sound object preview only plays when selecting another sound, requiring switching back and forth.	Low	Resolved - Allow re-selecting game objects in the editor file panel.	Low
Editor preview - MasterTemplates, Templates, Spritesheets sometimes not fully on screen when selected due to not being centered.	Medium	Resolved - Selecting Spritesheet, Image, Template, MasterTemplate or Construct centers the preview window on the object.	Low
Editor preview - Master Template and Template editing could zoom to fit when selecting an object.	Low	Zoom to fit logic exists, but disabled because all Spritesheets looked the same size then, which was misleading. Could be re-implemented so that only MasterTemplates and Templates are zoom-to-fit.	Low/ Medium
Editor - The escape button instantly quits the editor. Accidental exits happened when trying to escape out of editing text boxes or trying to close submenus.	Medium	Remove instant quit to menu from ESCAPE in the editor. Alternatively a confirmation dialog could be added.	Low
Subsystem arrays - showing only index in array uninformative.	High	Could add some "getText" or similar method, if it exists then arrays will show this info for their element buttons (for example sub-object arrays). This method would return relevant info about the sub-object.	Medium
Editor Inspector Panel - Builtin content is not easy to recognize in the editor inspector panels.	Low	Option to make them dark gray there as well (like file panel). Or add a relevant icon if this is also done for file panel entries.	Low
Editor preview - Editor camera movement imprecise with WASD.	Low	Can increase speed or remove smoothing entirely	Low

Larger improvements

Issue	Severity	Potential solution	Complexity
Moving around with arrow keys in the editor is not predictable in all cases (as to where the selection will go)	Medium	Revisit editor layout and control scheme	High
It can be difficult to trust the automatic saving. Several people wanted some confirmation that data had been saved or a save button.	Low	Add some confirmation that saving had been done - something in the corner, tick marks etc. It could just be a matter of getting used to the editor.	Medium
Hard to get an overview of what was changed during the session. Relates to the "save button" suggestion.	Medium	Show "changed files" list - containing files that were edited during this session of running the Editor. All changes would need to be saved into a temporary structure. This could be combined with a manual saving logic.	High
Object ordering is reverse alphabetical which was not intuitive. In reality it is not ordered at all.	High	Not a completely trivial fix since keeping user and workshop packages at the top is still preferable, but collections have all package elements in one collection. Could have either logic that loops over collection 3 times (builtin, user, workshop) or one that adds elements into specific places into the file panel depending on where they originate. Overall, the need for predictable sorting of all lists was mentioned.	Medium
No search in filepanel / other panels (hard to find objects)	Medium	Could add a search functionality. Separate UI logic is needed to input search strings and filter editor lists.	High
Hard to understand what builtin blocks/machines are contained in editor lists.	Medium	Final version would need a guide if this is to be simpler.	Medium
Some symbols like the quotation marks "" don't have a representation in the ingame font, but the characters still exist in data.	Low	Disallow any such symbols or improve font.	Low.
Display object text editing is a single-line text-box while intuitively people pointed out it should be a multiline text edit.	Medium	Support for an additional hint string could be added, if possible. However, this would require reworking large parts of the logic dealing with hint strings.	High
Dragging editor panels narrower/wider has very narrow margins for grabbing on (difficult)	Low	It might be possible to change these elements without creating a custom solution. If not, this can be a complex task.	Medium

Special blocks dispersed among other blocks in menus	High	Separate special blocks more logically in the editor. For example, a separate hard-coded category which is always at the top.	Medium
Missing reference template/block objects (hardcoded) so it's visible if a reference is broken	High	Hardcode a "missing reference" block, master template, machine and construct. These could be hard-coded and displayed instead of missing references. Warnings could be implemented in the editor.	High
Moving the editor window with WASD is cumbersome at times - especially when a text box is accidentally selected	Medium	Allow dragging using middle-click. Improve UI responsiveness (see next suggestion)	Medium
UI not responsive in all cases - hard to deselect text box, close sub-panels when editing arrays etc.	Medium	Rework the way focus is grabbed by elements. Selecting something from a sub-menu list could in cases close the sub-menu instantly or provide a clear button to press to close it. Unfortunately the current focus logic is not very easy to change.	High
When editing arrays, "add" should immediately select the added element's line and open a sub-menu if needed. Currently an additional click. Same for any element - like external file LineEdit-s.	Low	Make the submenu open automatically when creating a new array item. Not trivial, as the UI element focus logic might need to be reworked.	Medium
Only able to remove the last element of an Array type property.	Low	More complicated UI with removal option next to the element.	Medium
Font spacing - for example the "!" symbols are too close to words.	Low	Revisit used font or character spacing options in elements.	Low
Default widths of panels too narrow to show titles by default. Dragging wider is an option but not remembered between game launches.	Low	Revisit width setting	Low
Can not see what blocks are used in Templates or what Templates are being used in Master Templates	High	Additions to the Template and Master Template editors could be created, allowing mouseover tooltips.	High
Master Template and Template are separate objects, which isn't always intuitive.. When building Master Templates, several people wanted to place individual blocks or tried to overlap Templates.	High	Allowing for a hybrid system - for example placing blocks on Master Templates creating new unique Templates automatically.	High
Template system is fairly rigid when placing them into Master Templates - background and	Medium	Separate foreground and background Templates could be placed in Master	High

<p>foreground are in the same Template.</p> <p>Some people wanted to place the foreground of one Template in front of a background from another (placing rocks in a bunker etc.)</p>		<p>Templates.</p> <p>If one Template contains only background blocks and another contains only foreground blocks, then these could be placed in front of each other.</p> <p>Would make the Templates more dynamically usable.</p>	
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Bugs

Bug	Status
<p>Unidentified crash after building a Master Template, setting to default biome and generating the world.</p> <p>The template itself shows ok, then after generating to a point crashes.</p> <p>Same Master Template immediately uploaded and tried on another PC did not make it crash.</p>	<p>Might not have to do with Master Template or editor logic but rather terrain generation logic. Might be related to the biome connections functionality in the Master Templates.</p> <p>One option is a Machine causing a bug - all crashes had Master Templates with a large amount of machines.</p>

Feedback for the game / gameplay

Feedback

Issue	Severity	Potential solution	Complexity
No hover text for items in the in-game inventory.	Low	Add mouseover tooltip text.	Low

Bugs

Bug	Comments
The landing of the rocket stutters in cases - especially when on high refresh rate monitors or in windowed mode.	-
It is possible to do two boosted jumps at once when pressing two bindings of the jetpack key at the same time (shift + right-click).	The issue might be related to how fast the two presses happen in succession instead of them being two different bindings.
It is possible to fall out of the world if lagging enough and the character catches up to world gen.	Implementation of a terminal velocity for the character and/or limiting player movement to generated terrain could mitigate the issue.
Having a gamepad connected while playing the game with keyboard and mouse resulted in the character sometimes stopping movement when the gamepad registered a movement.	While likely an issue with the analog stick dead-zones on the plugged in gamepad, it might indicate