

Forum:[Hack Forums](#)

Thread: [Anyone plays Star Citizen?](#)

RangoWorld - October 11, 2025, 5:43 am

I know the game has a bad media rep. But I have heard good things about the game even in alpha/beta stages.

Do you play Star Citizen? Can you share some feedback

Charlie Sheen - October 11, 2025, 5:46 am

Isn't it like a 10 year beta game with over a billion dollars in funding and still not done and glitchy?

RangoWorld - October 11, 2025, 5:50 am

(Oct 11, 2025 05:46 AM)Charlie Sheen Wrote: [\[CITE\]](#) Isn't it like a 10 year beta game with over a billion dollars in funding and still not done and glitchy?

It is. But I have heard that the beta is still pretty good with like a couple planets fully ready and whatever it is right now. It's a decent space game.

Charlie Sheen - October 11, 2025, 5:51 am

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My friend was heavily addicted and showed me space ships that sold for over \$1000

RangoWorld - October 11, 2025, 5:53 am

(Oct 11, 2025 05:51 AM)Charlie Sheen Wrote: [\[CITE\]](#) My friend was heavily addicted and showed me space ships that sold for over \$1000

Yea that's the thing with this game. The OG and the addicts as you said. Have spend plenty of time and money in this game.

Now since it has been development in some good ways. I want to hear first hand experience and see what's the excitement all about now.

Vectura - October 11, 2025, 7:25 am

Yeah, I've been following it for a while. I haven't jumped in fully yet, but from what I've seen in alpha/beta, it's impressive—really ambitious with the scale and detail. I've heard that performance can be a bit rough and some features aren't fully polished yet, but the universe itself feels alive and there's a lot to explore. Definitely a game to watch, especially if you enjoy space sims.

RangoWorld - October 11, 2025, 7:27 am

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Yes. I've been waiting for Squadron 42 to see how the franchise goes.

Hackers - October 12, 2025, 12:17 am

This game and a few others were so, so promising, but they just didn't pan out overall.

I think a future space game will specifically feature built-in AI for species mutations, dialog, NPC/enemy logic & movement & abilities, as well as world generation.

Space engine games should consider sharding & caching where regions can be generated as-needed for planets & biomes. This would allow for much larger maps, less custom art & world building, and it could leverage tech that already works. Minecraft seeds paired with a lot of the work being done with AI could honestly be so much fun for players, and it takes the burden of dev off a bit.

RangoWorld - October 12, 2025, 1:17 am

(Oct 12, 2025 12:17 AM)enki Wrote: [\[CITE\]](#) This game and a few others were so, so promising, but they just didn't pan out overall.

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The problem with such grand games is scope creep. The engines go outdated in a way and things keep building. Features keep adding. There's no finish line.

With Minecraft it's easy because the graphics are set in stone and cartoonish. Star Citizen promised to have state of the art space graphics.

Hackers - October 12, 2025, 1:19 am

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Personally I'd rather have gameplay and adventure as the priorities over state of the art graphics. that's just me though

I am not against a Minecraft block style world generation with thousands of possible planets & biome variations.

I'd love to see a game that is truly resource/economy based, with power dynamics allowed to form within the confines of the environment.

An open world

MC, but without the separation of servers... And with multiple planets to explore or conquer.

RangoWorld - October 12, 2025, 1:24 am

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Technically we have a game like that in space and it's called No Man's Sky (NMS). Pretty similar to Minecraft in terms of procedural generation.

Personally for me NMS gameplay is boring and a bit stale. That's why they also rely on new updates after a few months.

I understand through why people would want to have a graphically superior space game.

Have you seen the Star Engine footage they released last year? It looked gorgeous