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First I think the game is great. The play control is very responsive and accurate and the three modes of movement (flight, acrobatics and speed) all perform very well. I am partial to acrobatics myself but most seem to prefer flying. The graphics are phenomenal. I was not too impressed at first but then I turned them up from the default settings and the details greatly improved. I am not too thrilled with the interface, which leads to my first desire; improve the interface. For those of you familiar with MMO's you know you put your skills and feats in hotkey slots and can then activate those feats by hitting a corresponding number. DCUO works the same way but you can only use 6 slots at a time (8 if you count one for health drinks and one for trinkets). You do have