

Kerbal Space Program - Feature #3061

Starting Contracts

09/17/2014 08:49 AM - PixelClef

Status: New	% Done: 0%
Severity: Low	
Assignee:	
Category:	
Target version:	
Platform: Any	Mod Related: No
Expansion:	

Description

Having played Career for a while now, the first thing I do when starting a new game is head to Mission Control and accept the starter contracts. Or, at least, when I remember to do so. Made me wonder if there is a way to help new players auto discover the contract system.

It would be beneficial to have at least one, perhaps two contracts (Launch a new vessel, Set altitude record of 5000 m) already accepted at the start of a game. This should promote auto discovery of the contract system by seeing the contracts toolbar app animation upon completion of the first one. Would be even better if the Contract Complete dialog had a prompt to "Check Mission Control for additional contracts" with a button to click to go there.