

Kerbal Space Program - Feedback #13151

Early progression is OK up until Mun missions but Minmus is really not

10/31/2016 06:30 AM - EvilBroccoli

Status:	New		
Severity:	Normal		
Assignee:			
Category:			
Target version:			
Version:	1.2.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:			

Description

I really like the new progression, feels natural first to fly by Mun, then orbit and finally land.... it follows accurately the available tech, tracking and funds you have, But afterwards when addressing Minmus the objectives are the same again (flyby and return, orbit and return, land and return)

The problem resides in that at this point you have the tech and knowledge to straight up land in Minmus (much easier than a mun landing)

Its really grind-y to flyby and return then orbit and return and finally land and return to open the next milestone contract when each flight takes 10-15 days to complete.

wouldn't it be more flexible to just assign a single mission encompassing all aspects (flyby, orbit, land, science, return)

Thanks for listening!!

History

#1 - 11/01/2016 05:17 AM - EvilBroccoli

Yeah now that i'm playing it i noticed that it also requires me to perform an orbital rendezvous before letting me take the landing contract so now the mission count is 4 (not counting that i have to send 2 ships to rendezvous??)

i don't follow the logic here if anyone cares to explain

#2 - 11/01/2016 08:25 PM - Nebbie

It's very annoying because you lose potential contracts by doing a world's first early, so if you get something like "Flyby Duna" or even "Position a Satellite in a Specific Orbit of Eve" (which has happened to me before Eve-related exploration contracts), you end up getting a meager milestone reward for corresponding stuff (landing on Duna and flyby/orbit of Eve in those cases) instead of the bounty of a contract asking you to do those things.

#3 - 11/02/2016 12:09 AM - EvilBroccoli

Exactly!! I haven't progressed beyond the Kerbin system in 1.2 (crrly playing hard career) but i can say the same of the previous versions, it gets really frustrating for the game to tell you to go to Duna, when the next window is Eve or Moho, and you cant go because of the funds you would lose. maybe it would be better to have a different set of fixed objectives that reward you for interplanetary (and Kerbin system) with motivating rewards (since funds is the limiting factor in career i mean 3 million for the final science building :)

#4 - 11/08/2016 02:22 AM - EvilBroccoli

Does someone read this? really could use some feedback.

Well i progressed past the five flights to minmus so i could check what comes afterwards and SURPRISE, its the SAME it asks me to go to Duna fly by and return.... i only dread what comes after (fly by, orbit, rendezvous, land (and return each mission))

THIS IS REALLY FLAWED PROGRESSION LOGIC!!!! for obvious reasons.... but i will put them anyway

1. the first window to duna comes after windows to moho (two) and jool if im not wrong
2. do a fly by and then return would consume a full window so to progress to the next step you would have to wait for the NEXT WINDOW (thats almost 2 years)
3. then a competition of goals for DUNA would require 4-5 years of gametime
4. launching only to duna for rewards (and i do need the kerb dollars) would require me not to launch to jool or eve or moho cause i would lose the cash and only get a meager world first.

and 5. by the time i fly to mun and then minus... i have the tech and exp to reach duna directly and this DO not require a 5 step mission

This contract logic is DEEPLY FLAWED and im amazed that it went past QA.

hoping you fix this, For now im putting my career play through in standby,