

## Kerbal Space Program - Feedback #18111

### Assign craft to a mission/contract

03/18/2018 11:58 AM - Tomator

<b>Status:</b>	New	
<b>Severity:</b>	Low	
<b>Assignee:</b>		
<b>Category:</b>	Gameplay	
<b>Target version:</b>		
<b>Version:</b>	Not Applicable	<b>Language:</b>
<b>Platform:</b>	Linux, OSX, PS4, Windows, XboxOne	<b>Mod Related:</b> No
<b>Expansion:</b>	Core Game, Making History	

#### Description

One can have plenty of crafts in space (tankers, refineries, relays, rovers - to name only those which don't realize any mission) and dozen ongoing missions.

#### **Let's assign a ship to a mission.**

This might be a checkbox on the missions list when flying a craft allowing to assign even few missions to a single craft. I.e. I orbited Mun, landed on Minmus and delivered tourists to Sun orbit with one ship. If I could assign these missions to this ship I wouldn't be afraid I'll forget next week what is this ship going to do. Partially this can be done editing craft's name... Partially.

This also could be great if the ship has a comment field in which I could write down mission plan and/or status. Some flights are long and many others are done during their time.

Going back to assignments, the missions assigned to any craft should be marked on any mission list to help select unassigned ones for new flight. In the tracking station the ship info should also show to which mission the craft is assigned.