

Kerbal Space Program - Feedback #25969

Game mechanics needs purpos.

08/17/2020 01:46 PM - jukkamuhonen@hotmail.com

Status:	New		
Severity:	Low		
Assignee:			
Category:	Gameplay		
Target version:			
Version:	1.10.1		Language: English (US)
Platform:	Windows		Mod Related: No
Expansion:	Breaking Ground, Core Game, Making History		
Description			
There is no need for airplanes, no need for rovers, no real need for ore to move from A to B besides missions.			
Game needs some mechanics which makes sense for some of gameplay, if you can do everything with rocket, people are not interested doing it with other way than easiest.			
- There is no any benefit moving ore from surface to orbit or other planets.			
- I don't see any purpose for rovers after done two or couple scans with them per planet/moon.			
- Why airplanes exists on game? Where do we need them? Give them purpose.			

History

#1 - 01/31/2021 01:34 AM - ElectroLlama

jukkamuhonen@hotmail.com wrote:

There is no need for airplanes, no need for rovers, no real need for ore to move from A to B besides missions.

Game needs some mechanics which makes sense for some of gameplay, if you can do everything with rocket, people are not interested doing it with other way than easiest.

If you go on Twitch.tv reddit.com/r/KerbalSpaceProgram, you can see that many players focus on designing planes and rovers, mostly for the engineering challenge. Some players are drawn to KSP purely for the plane design aspect.

- There is no any benefit moving ore from surface to orbit or other planets.

You can refine ore into fuel. I've seen players use this to visit every body with one craft.

- I don't see any purpose for rovers after done two or couple scans with them per planet/moon.

As an engineering challenge, but I sort of agree that there's not much incentive.

- Why airplanes exists on game? Where do we need them? Give them purpose.

Contracts, like measuring the temperature above several locations on Kerbin, are designed to be completed using planes.