

Kerbal Space Program - Feedback #27106

The number of repair kits needed to fix a part should depend on the engineer's level

01/21/2021 11:05 AM - goufalite

Status:	New		
Severity:	Low		
Assignee:			
Category:	Kerbal Experience		
Target version:			
Version:	1.11.0	Language:	English (US)
Platform:	Windows	Mod Related:	No
Expansion:	Breaking Ground, Core Game		
Description			
<p>Since 1.11, 1-Star engineers can do a lot of things. No more 3-star engineer are required to fix wheels.</p> <p>I think that more complex parts to repair should require more experience to fix, hence the number of repair kits for a part should follow the kerbal's experience.</p> <p>For example,</p> <ul style="list-style-type: none">- 1 repair kit needed to fix the part => 1-Star engineer needed (stock behavior)- 2 repair kit needed to fix the part => 2-Star engineer needed- ... <p>This would give some reason for training engineers in the solar system.</p>			