



DCS Campaigns

Skip and refly missions functionality

The new features provide a simple function for players to choose to skip and replay missions in a campaign.

Design

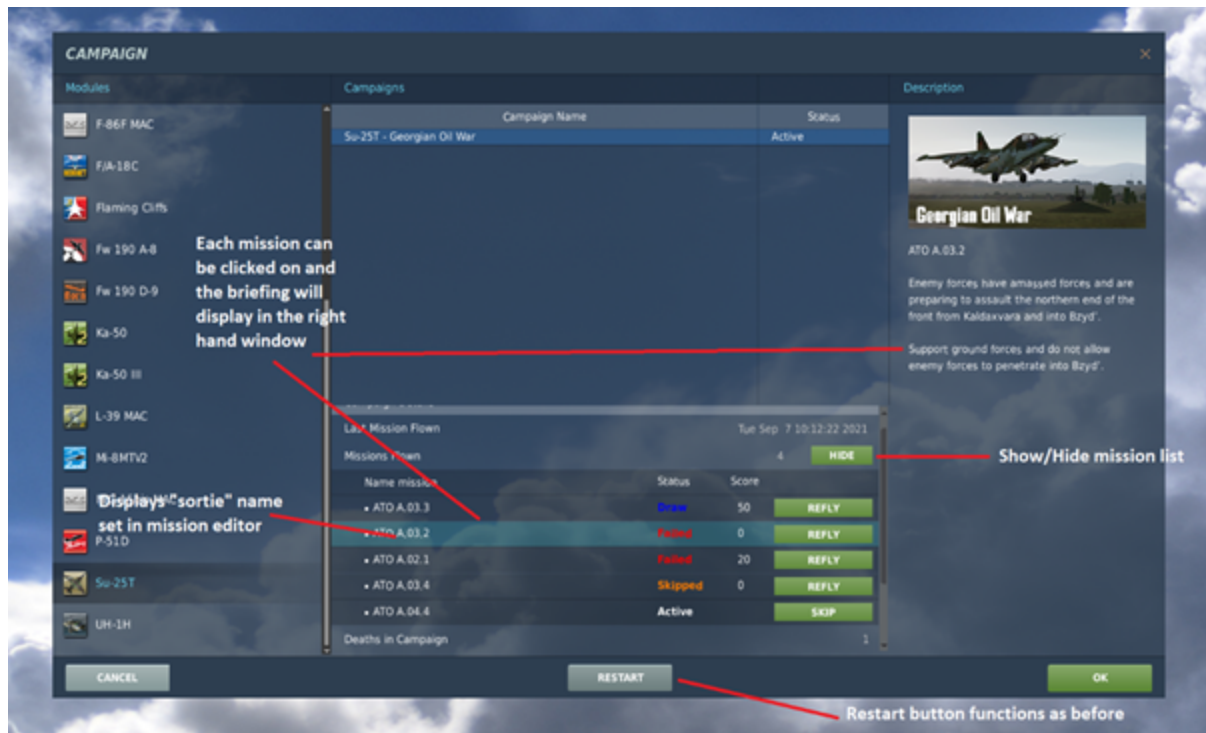
Upon clicking campaigns the player is presented with the usual campaign selection screen





Player then selects the campaign they wish to play and is presented with a second new screen that details that campaign and the missions that the player has completed up to the active mission.

Missions that are further on in the campaign will not be shown until the player reaches that stage.



If the player wishes to skip the mission, they will select the mission in the mission list, and click the skip mission button.

Each mission displayed on the list can be selected, and the briefing will be displayed in the right hand window. Currently the image in the top right will remain as the main campaign image.



Existing campaigns

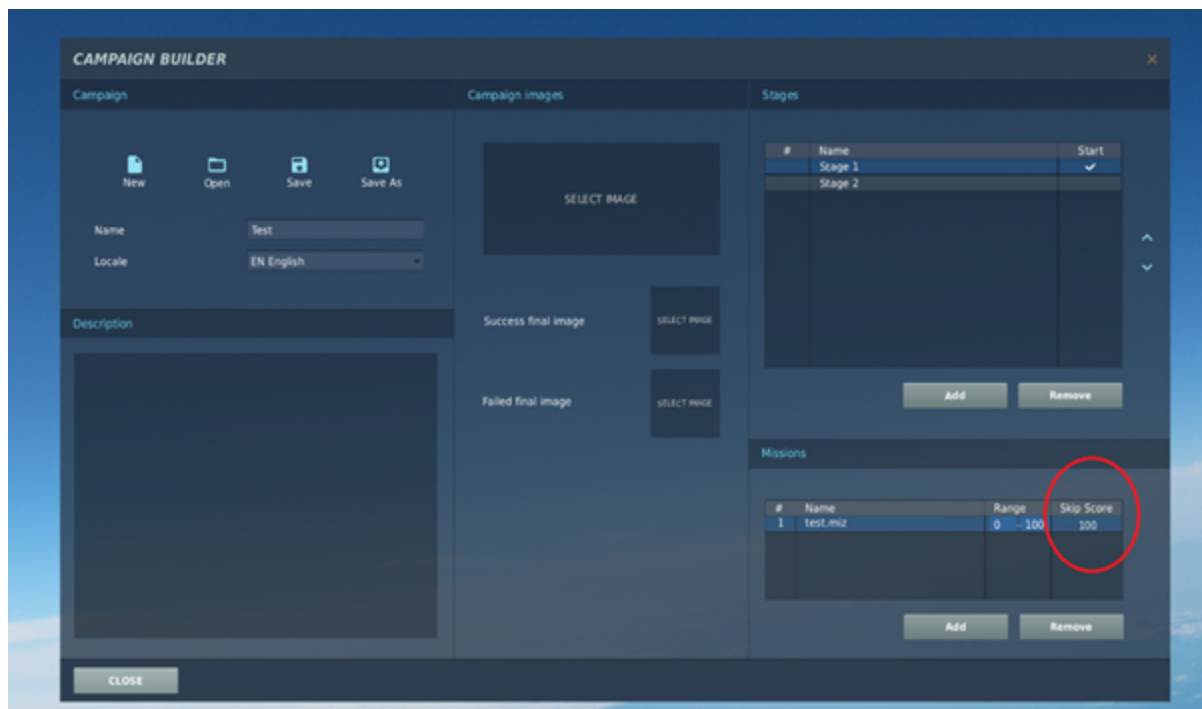
To skip missions in existing campaigns, including with multiple branches, a default score of 100 will be applied, and the player will proceed to the relevant mission. Creators can retrospectively adjust this as per the new campaign method

This will ensure that the progression is based on the player “passing” the skipped mission.

This score will not be recorded.

New campaigns

For new campaigns, or for creators to retrospectively update existing ones, we have added a new field to the campaign builder menu – ‘Skip Score’ This will allow creators to choose which mission a player will move on to if the previous one is skipped.





The field “sortie” is a display name that can be used to give a more descriptive name in the main campaign mission selection window



Skipped missions will be marked as such on the mission list for players to re-fly if they wish.

Re-fly option

If the player wishes to go back to any previously completed or skipped mission and re-fly it that will also be possible.

Any previously skipped or completed mission can be re-flown as a single mission

If a previously skipped mission is re-flown, and completed by the player, the status in the mission list will be updated to “Completed”.