

# 13.03.2024 - Missions / UI

## Missions - New Freedom for Players

Previously, many players found missions to be disruptive as they heavily influenced the gameplay experience. For instance, players who wanted to try a specific skill set with a turret felt disadvantaged when corresponding missions weren't available. Additionally, players often had to switch turrets during gameplay to complete as many missions as possible, disrupting the flow of the game.

That's now a thing of the past.

The new missions no longer impede player choice. Now, every player can choose their preferred turret and skill set since missions can now be selected as a set. For example, if one wants to play with a Gatling turret with bleeding damage, they simply choose the "Status Effects" set and receive 23 missions to complete in the current round.

Most missions still reward with gold coins, but some now also reward with silver coins. All turrets receive 23 missions, which mostly do not differ. In fact, currently only 6 of these missions vary from turret to turret.

## Important

After placing the turret, a set of missions can be selected directly, and this set is bound to the chosen turret for the current round. So, if one logs out or gets disqualified, the missions associated with the turret will be cleared, and a new set must be chosen when they want to participate again.

## UI

The statistics overview has now been expanded for support turrets, as they introduce the "Buff Value" for missions. The Buff Value results from the skill set, the buffed time, and the number of affected turrets multiplied by it.

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Revision #1

Created 13 March 2024 16:08:42 by Admin

Updated 12 March 2025 07:13:02 by Admin