Mission ideas and Development
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A little about me:

I am a Minmatar born capsuleer soon to celebrate his 4th year in New Eden. I have 222 successfully trained skills with 57mil in skill points whirring away in my genetically enhanced clone. It has been almost 35 years from my original birth yet the constant rebirth gives me a small sense of immortality.

I lived my initial years in the beautiful system of Rens where I developed a close working relationship with many of the Agents in the Brutor Tribe and successfully advanced through their hierarchy. Many Agents amongst the Tribes now call me friend.

After working for an extended period with our neighbours the Gallente I proved many times over that our allies can rely on me and my loyalty is without question. A brief visit to the COSMOS proved unequivocally that my skills and experience inside many of the Minmatar vessels is indeed second to none.

I am currently living out my retirement from Agent life in a capsuleer alliance.

General Introduction

One of my biggest issues with agent missions is that they are just too static and not dynamic enough. Over the years aggro rules have changed and various triggers been introduced. They have made missions much more interesting but eventually we learn how to use the them to our advantage. With sites like http://eve-survival.org/wikka.php?wakka=MissionReports agent missions become the daily grind once more.

Another issue is the difficulty level. I fully understand that no one wants to loose their shiny RNI (see I did it correctly) but CCP seem to have lost the desire to completely fuck over the carebears like they used to. I have seen various missions tweaked to be easier and some completely reworked due to constant forum whines over ship losses. I have lost a few ships to missions so I know the pain of loosing to the little red crosses but isn't this the great balance? We grind missions for loads of isk, modules, salvage, and LP but a single ship loss and its petition and cry. This really shouldn't happen but missions are treated with being nothing more than a grind for isk. I often feel like I am the only one who wants to do missions for their rich storylines and some challenging PVE content.

My third issue is that CCP could seriously create some incredible PVE content due to the immense scope that the EVE universe offers. One of my best times as an Agent runner was when COSMOS was introduced. The storylines really drew me in and the difficulty level was just insane. With all the various ship size restrictions and the need to go and actively search for you content COSMOS really showed me how potentially awesome PVE could be. Ever since I completed my last COSMOS mission I have been searching ever since for that thrill once more. I have been watching mission development quite closely and will agree that missions have been evolving but over the next couple of pages I shall hopefully show you guys at content development something that will inspire you further. One of the things I will attempt is to provide some mechanisms to make mission more dynamic.

Agents, Divisions, Corporations, LP

Issues: Outdated and underdeveloped.
Player presented problems: kill missions from mining agents, mining missions from security agents

I propose that mission should reflect what division and corporation the Agent works for. One of the biggest player complaints over they years is that they don't want crappy courier or that they don't want to kill just yet and would love to mine. With the various mission types could it be possible to adjust missions into their respective division? This would also open up more mission flexibility with possible introduction of: Production missions, mining missions, Accounting missions, survey missions, Recon missions, Hacking missions, salvage missions and many more.

Leading nicely into a few new mission type ideas for you. . . .

Recon Mission

Have a mission whereby there is no actual need to kill anything. Make it require the use of a cloak so that you don't ever get seen by an NPC or it will trigger a hostile response or even a mission failure. The current mechanics already have proximity triggers so having a requirement to get a ship within a certain distance of an object or to a specific location is more than possible.   Even using visual elements to give dynamic outcomes are possible (Example to follow)

Salvage/Hacking Mission

Again a mission where there is no need to kill anything. Simply warping to a mission to salvage or hack and return the goods to your agent. Just like mining missions do. You could easily use this kind of mission to inject some of the imbalanced salvage to the market or you could completely remove the market influence by having non sellable salvage, again like the mining mission ore. This would also make salvaging etc more of a mini profession. (Example to follow)

Production/Manufacturing Mission

A good example of this is the tutorial missions where you're given a mission and slowly gather parts and bpc's; you have to use the Lab to invent and factory to build. Although it's purely to introduce new pod pilots to the basic mechanics of the universe it could be easily developed to a larger scale for actual agent missions. It would also give the manufacturing or production agent division more viable options for missions.

Villard Wheel anyone?

LP Store

As well as changes to divisional content I also feel that the LP stores should reflect their respective corporation. Mining equipment from mining corps, implants from their created corps, ammo and pew pew stuff from naval divisions and Fleet and faction goodies from the Tribes/Faction corps.

Mechanics, Triggers, and New Stuff™

Generally this is a list of stuff and notes I have swashing around in my head.

Lockable gates : More use of mission keys and hacker cards

Restricted gates : Missions that require use of specific ship types

Timed missions : Have an agent actually say to you. . "you got 1 hour" then if you don't make the objective your mission fails.

Dynamic options for completion : Multiple responses for your agent with each choice leading to a different mission or reward.

Mini Profession agents : Randomly or triggered agents and missions which direct you down a specifc training path. (Example to follow)

Decorations for rewards : A development from a mini profession agent where the reward is a decoration for your character and some epeen for the forums.

Scan Towers : a tower scans your shiptype and reacts accordingly.

Examples

Time to put the isk where my mouth is and hopefully you will see where I am going with what I was thinking when I wrote in.

1) [Salvage and Timed](#)
2) [Reconnaissance and Random](#)
3) [Hijacked](#)

I have linked the responses from the agent as best I can so play out each mission as if you were playing it. I don't know how to have them directly clickable so you will have to CTRL click. Hopefully you like what you see.

"Hello, I hope you brought the synthetic coffee 'cause my nerves are shattered to pieces. My latest venture might have put the whole corporation in danger. Basically I need your Help . . ."

1) I'd be glad to help
2) I would but . . I just don't have the desire to help after that last trap you sent me into.
3) What have you done? If I can help then I will.

"Thanks, [playername] here is what I need"

Mission Brief : A Simple Job

" Its simple [playername] I need a rig. Nothing more, nothing less. I don't want to drag you through the details but I promised a Sanshas Tyrant a modification for his Nightmare. I was gonna do a complete ship scan and design download whilst I had it in the hanger and reverse engineer a blueprint"

Objective :

1x Anti EM Screen Reinforcement to be delivered to [agent location]

Notes : Arc completes here.   Agent thanks the pilot and work continues as normal ([BACK](#))

"Here is what happened…"

Mission Brief : The Wreckage Field

"I have a spy inside an Amarian Corporation providing me with Intel about various ship movements and training exercises. They often infiltrate our deadspace pockets to conduct various live fire exercises and then send in a purifier team to clean the area with bombs. Typically there is about 15minutes to get a small fast ship into their fields of wrecks and grab a cargo hold full of salvage. It turns out that my spy also works for the Sanshas. Now I need to get a rig build for a Sanshas Tyrant so that I can continually receive this valuable information. The last thing I need is the Sanshas on my back. Although we are friendly towards them. If my superiors find out then I am going to most likely loose the key to my office and find CONCORD breathing down my neck. What I need is for you to get into the training ground and salvage as much as possible. All I need is enough to get an Anti EM Screen Enforcer rig built. You got 15 minutes to get as much as you can then I can get production started. "

Objective :

Return as much salvage to your agent as you can. The salvage amounts inside your active ship cargo hold will be collected by your agent once you return and complete the mission.

Mission Details :
You warp to a gate. The timer activates when you use the accelerator gate. (existing mechanic)
The deadspace pocket is filled with multiple ship wrecks and nothing more.
All you need to do is salvage.
After 15 minutes 4x NPC Stealth bombers decloak and drop bombs. Essentially everything inside the deadspace will explode so you have to get your ass out ASAP.

Complete mission and Return to Agent

"Thanks [playername] you just totally saved my ass."

1) It wasn't a problem, here is what I managed to collect. Its might not be much but this is all I could muster" (agent collects all salvage in your hold)
2) I couldn't do it (agent collects nothing, mission failure)
3) I managed to get the exact amounts (agent takes exactly X, X and X)
4) I got all you needed and more. Feel free to take it all with my gratitude (agent takes all salvage in your hold)

Notes : what the agent will/wont collect should be a popup with warning. It will give a player the option to decide the level of his/her greed ☺

"Thanks [playername] every little helps. Heres a small monetary reward for your efforts. Please don't hesitate to contact me again for future endeavours"

Note : End Arc (BACK)

"I tried to explain it was my lack of Intel and I am pretty sure I apologised but I guess I am going to have to build up my trust with you all over again. My only hope is that I can get someone else to sort my troubles out"

Notes : Arc ends here and possibly never occurs again between this agent/player. (Angel Strike only occurred once per character) Maybe even a small standing loss between agent and player. I would also give no warning of standing loss for refusal. The loss wouldn't need to be much or that significant (BACK)

"Its not like you to fail me. Hopefully I can get someone with better skills than you to help"

Notes : End Arc ()

"Excellent [playername] that's precisely what I need. All I need now is someone to deliver it. Could I interest you in a small and easy delivery ?"

1) [OFC](#)
2) [No can do. Being a Delivery boy just aint my style](#)

Notes : The mission is completed and this is an option for the continuation of the story arc. Reward for Arc 1 completion is decided here.

"You're a star. [playername] Here, with the surplus I am going to manage to build other bits and bibs lying around my factory floor. So you can have this rig which was half completed anyway I will need the Rig for the Sanshas tyrant delivered If that's possible ?"

1) OFC
2) No thanks, I don't want to get involved any further

Notes : Additional reward given for player following a more positive path

"Delivery should be as easy or as hard as you make it [playername] They know we are coming and know that we are friendly. All you need to do is jettison the rig by the Tyrant and he will scan and collect. AFAIK they will not fire first. I am pretty sure they will 100% fire back should you actively commit a hostile act. It's a simple delivery and nothing more."

Mission Brief : Delivery Boy
"I know we are a Minmatar Corporation [playername] but you know what they say about the enemy of my enemy. My Amarian spy is providing me with very important Intel for a certain 'Keitan Yun' unfortunately now he has put me in a bind with the Sanshas. I am not sure I can trust him anymore. Whilst you were in the wreckage field I received a message on my neocom . . . All it stated was 'Expendable' there was no sender ID but the timing is very suggestive.

I need this delivery completed and you have my gratitude for being the Delivery boy on this occasion. I know I can trust you to get the job done."

Objective :
Take the rig to the deadspace pocket and jettison it when your 5km from the Tyrant.

Mission Details:
Simple warp in. Deadspace pocket has 1x sanshas tyrant and small escort. Also 1x prophecy BC 'spy'
Bounties should be fairly high to cause temptation to fire and the spy should be floating about somewhere alone again to tempt a kill.
No agro and when your 5km from the tyrant he asks you to jettison the rig.

Notes :
Jettison and destroy mechanic exactly like customs
Amarian spy is a previous mission that should still be in CCP's database.
Sanshas are friendly to Minmatar so this could be used to get a tiny derived gain to sanshas

Complete mission and return to agent

"Your back [playername] please say everything went smoothly"

1) As you promised, A simple delivery.
2) I saw the spy . . . So I killed him. That should take care of your problems
3) They are pirates and cannot be trusted. I took care of the situation for you.
4) I failed. Sorry.

Notes : Having 3x objectives to gain mission completion should add a more dynamic element. Various aggression responses from the players actions should determine how the mission reacts.

Drop the rig : Please the agent and everything goes smooth
Kill the Spy : Helps the agent but would prevent the agent from getting the intel and ergo not giving out the mission again.
Kill the Sanshas : Again it helps the agent but strains the relationship with sanshas and looses the player standings as he just bbq'ed their ships.

Rewards were never mentioned in the mission briefs but given out AFTER the player made a choice to help and the path he took to get the mission completed.   This was deliberate and again I wanted to show a different option and tried to make the mission more dynamic and give another piece of inspiration ☺

Many Thanks and I hope you liked it.
Mikal Drey

(BACK)

"Welcome to Recon. Remember the first rule of recon. THERE IS NO RECON. [playername] Do you have something that can warp whilst cloaked?"

1) Yes. I am well skilled and willing to put my ships behind enemy lines for you.
2) No. Well, at least not yet. Ask me again in a few weeks and I might have something prepared for you.

"You just made the team. We need a forward Scout in the [systemname] System. We have discovered a Cartel mobile factory but we don't know what is being built. We need to gather as much Intel as possible before we lead a strike team. Your job is to identify what is being built in the factory. We know it's fully protected because the last person we sent in didn't have cloaking capabilities and were discovered on entry. It's my ass on the line to provide a capable pilot to get in undiscovered. I trust you and know you're a sneaky bastard."

Mission Brief: Identity Parade
"Get in, identify, and get out"

Reward : LP+ISK

Objective :
Identify the ship being built in the mobile factory then return to your agent.

Mission Details :
A mission that will require the need to warp in cloaked. The deadspace is full of ships but neatly spaced out to provide a route for a cloaked ship to traverse.
Fast scanning towers that will activate full room agro should a ship decloak or arrive.
Mission spawns a RANDOM ship in the factory the player must get within a specific range to "identify" the ship.

Complete mission and return to agent

"what did you see ?"

1) It was a Dramiel. Easy prey.
2) There was a large fleet protecting a half built Naglfar. We will have trouble if they manage to build those right under our noses.
3) LOL just a Mammoth. Hardly worth sending a fleet. I'll go myself if you want.
4) I got decloaked and they really wanted me dead. I couldn't get eyes on the factory.

Notes : each spawned ship could lead to a different path. Or simply determine reward.

"Easy prey you say? If your balls are up for it then I need you do go back and destroy the ship. I've sent the fleet the details and they are currently destroying the Cartel ships you discovered. We have locked the gateway to everything except stealth bombers. Once the clean up crew have finished pop the Dramiel they are building. The scan towers have a 10 second delay so you should have enough time to cloak once you're through. Get in range and destroy that frigate."

Mission brief: Easy Prey
"As a recon expert we need you to pop their frigate that's being built. The team will keep the hostiles busy. You should have enough time to decloak and fire but anything longer than about 10 seconds and you're gonna get yourself in trouble. Second Rule of Recon. DON'T GET DISCOVERED"

Objective:
Kill the Dramiel

Mission details:
Same deadspace as the previous mission but has hostile and friendly ships in combat. Scan towers and hostiles will only aggress if your active for more than 10 seconds. The dramiel should have enough HP for a well skilled volley or multiple volleys from less skilled pilots.

Complete mission and return to agent

"Fuck ! We will need more than a recon team to get rid of that large fleet and the Naglfar. I'm gonna escalate this through the chain of command and see what they come up with. Take this Keycard to a Republic Fleet agent and if they feel you are competent then you will be assigned to the team. You will need that keycard to activate the gate if your not in a more capable ship."

END ARC

Notes :
Escalated path to a combat agent and specific kill mission. This mechanic already exists (training certificate mission) The keycard could also be a sellable commodity or even traded to corp members.

"Mammoth. . . Hmm. Whilst they aren't building anything combat specific there is a reason for everything. Are willing to return and scan that mammoth for me?"

1) [Count me in. I agree there is something fishy](#)
2) [Yawn. I need something to get the adrenaline racing and not some scanning crap.](#)

"A recon team have been sent to clear out the hostiles and aid your infiltration. However we have a ring of steel protecting whatever they have stored inside that mammoth. We suspect it might be a trap so we have erected a forcefield just in case. You might need a scanner with a decent range. As a ship cannot pass through."

Mission Brief: Gone Fishing
"Scan that ships cargo [playername] and return the findings to me. It could be a bomb so be careful"

Objective :
Discover the contents of the mammoth using a cargo scanner
Reward :
LP+ISK

Mission Details:
Same deadspace pocket as before but no hostiles and a forcefield protecting the hostile pos.

Notes: Tthis is a simple warp in and scan. Again multiple outcomes. If there is a bomb then the resulting explosion should have a specific range and countdown timer of around 5 seconds. Ship cargo scanners are ranged according to meta level so being closer should have repercussions and bring you inside the blast radius.

Complete mission and return to agent

"You're back [playername] What did you discover ?"

1) It was a bomb. It detonated when I scanned the ship. Whatever they were hiding will forever remain a mystery.
2) It contained (item X)

Notes: having randomly spawning items to determine pathways on a mission can help draw in a player to the actual story behind the missions. The arc can end at anytime or continue towards a deeper and more rewarding goal. Locking gates to specific ship types will add to immersion and hopefully develop mini professions.

(BACK)

"How did it go? Frigates are truly easy prey for bombers. If you were successful I'll give you a proper task. That is if you were successful."

1) Kabooooooom.It popped like a balloon in a cactus field. Gimmie something to push me to the limit
2) Yeah Dead. But harder than I thought I'll take a break after this.
3) I couldn't do it, sorry I'm just not cut out for Recon.

"No worries, Recon isn't for everyone."

Notes : END ARC ([BACK](#))

"Well this is gonna be fun or your gonna leave a pretty stealth bomber wreck. Its simple [playername] there is a frigate training ground for the Cartel in [systemname] kill what you can then get your ass out. Third Rule of Recon : STAY ALIVE !"

Mission Brief : Frigate Survival
"just kill everything that arrives. If you need to warp out, warp. There wont be any tacklers (I hope). I don't know how many waves there will be but im sure you can handle yourself. Once again you are restricted to a bomber."

Objective :
Kill the ever growing waves of ships. Once you warp out then the mission will complete.

Mission Details :
The gate is locked to bombers. and initially spawns 1 lone frigate at range.
Killing this frigate will spawn 2, killing those 2 spawns 4, then doubles each time.
Once one ship is killed and starts the spawns the gate is locked out and mission completes.

Notes:
A new mechanic is needed for this so that the number of kills is tracked in the mission completion. Growth of reward and bounty should keep the player pushing the limit of survival. This mission could also be randomly determined for bombers, blackops, or recon class.

[Complete mission and return to agent](#)

"That's ok [playername]. The rig was the most important part and my 'relationship' with the Sanshas will go undetected with the authorities. If I get any further information from the Amarian Spy I will certainly keep you informed. Salvage is good business and I just cannot pass up the opportunity."

Notes : End Arc ()

"How did you do?"

1) I managed X recorded kills

Notes : End Arc ([BACK](#))
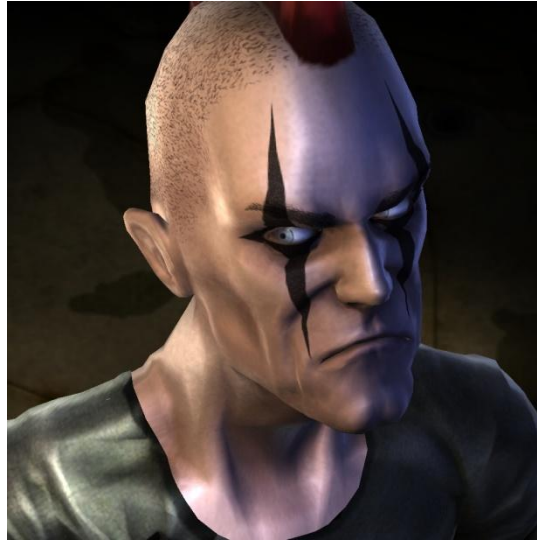Dynamic rewards here with the number of ships destroyed giving higher LP and or Reward.

"The Republic Needs YOU"

1) [Count me in](#)
2) [Er.. I am happy to work for you and your corp. but working for the Minmatar Republic might get me involved in the war. Do you have anything else instead](#)

"Maybe next time you can actually be of some use. I will give this to someone more capable"

END ARC ()

"[playername], I have a very important mission for you. I have been hiding a small group of Starkmanir and they are ready for extraction. They need to be delivered to a local militia station in [systemname] Unfortunately the Amarr know the exact time and location of our departure. This is almost a suicide mission. Please take something you can afford to loose. We need these Starkmanir extracted and delivered safely. But we expect heavy resistance."

Mission brief : The Lost Tribe goes home.
"Courier these starkmanir's to [systemname][militiastation] be wary of attack."

Objective:
Deliver 'group of starkmanir' 3km³ to the milita station

Mission details :
Mission item is 3km forcing the use of an industrial.
When reaching the target system a small frigate group locks up the mammoth and asks you to jettison the cargo or die. "2 minutes or die"
They should scram but not attack (use customs officer mechanics) after a given time they should bbq the ship.

Notes :
This is a not a deliberate ship loss and can be avoided by stabbing up, remote repping till they lose scram, killing the ships etc. etc.

Complete mission and return to agent
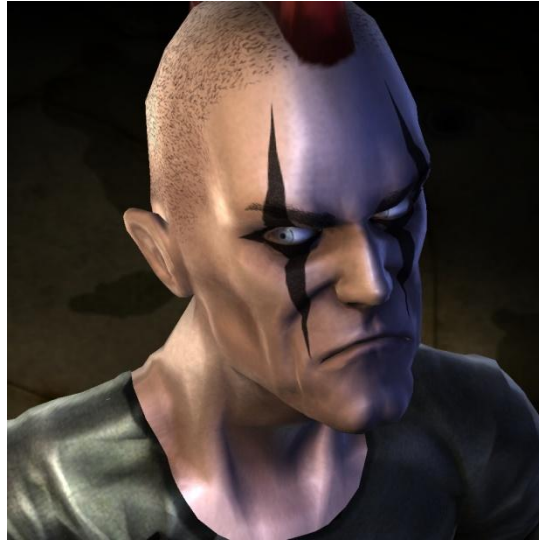
"Did you make it?"

1) They made it safely, I was hijacked but managed to somehow get out.
2) I fought to the death and lost my ship, crew and the cargo.
3) I was fucking hyjacked ! I aint loosing a ship for you or the republic

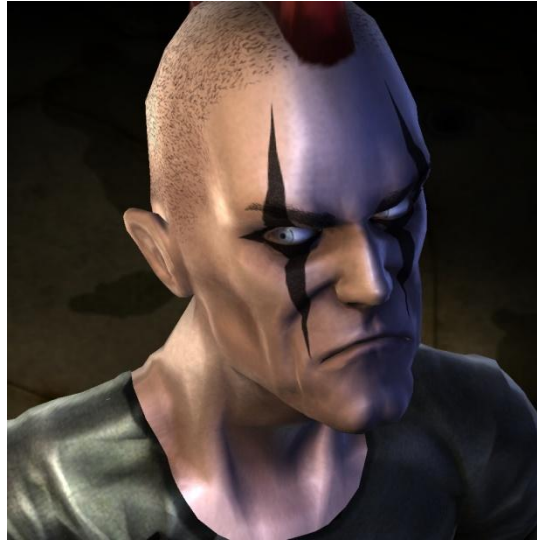"Excellent Job [playername] the Republic thanks you."

END ARC (BACK)

"At least you went down fighting. Are you up for a rescue mission?"

1) [Absolutely. I want revenge !](#)
2) [No thanks, give me something safer in the future](#)

"Revenge is dish best served with 1400mm II's They are being held prisoner in slave pens and we are in direct communication with the Amarian government. I want you to go in and destroy everything you see. I want that deadspace pocket awash with the blood of Amarr. Once everything is dead and taken care of collect the Starkmanir and deliver them to the original destination. We are taking no risks this time and we have a Panther pilot ready to Cyno out once he undocks."

Mission brief : Blood of the Amarr.
"Warp to the deadspace pocket and destroy anything named Amarr. Then collect the starkmanir and deliver to the station."

Mission details :
Standard deadspace mission but with the additional requirement to courier.

Objective :
Kill all ships, Deliver 1 unit of 'group of starkmanir 3km³' to [systemname] [militiastation]

Complete mission and return to agent

"I hope the Amarr have learnt their lesson"

1) Out people are home and safe.
2) I tried but.. The Amarr are just too strong. I couldn't do it.

Notes : END ARC (BACK)

This is more of a straightforward mission but with 2 objectives to complete. Multiple objectives are not new but certainly underdeveloped. Combined with multipathed options there is a lot of room for improvement.