**Roster Manager**

**Design Questions:**

The Kerbal Manager buttons. Which functions from below go in which tab/button?

What happens if you cannot pay salaries?

**Interface:**

* Roster list - Implemented  
  From the Roster list, you can select the Kerbal to manage - Implemented
* Personnel File (career file)  
  This is where all management functions will reside.
* Salaries - partially Implemented (only available in career mode games)  
  Kerbals don’t work for free, so some cost for each kerbal should exist. We will pay a salary to each kerbal on the roster, on a Monthly/ yearly basis, (configurable). Salaries can be adjusted for realism and playablility. Salaries are per kerbal. Salaries should increase based on Training, Experience, Achievements, Medals, etc (once implemented) Minimum salary should be based on the kerbals experience stats as well. Paying above minimum age should influence medical/phsyc stats.
* Stats Editing (Attributes) - Implemented  
  Editing stats. You can change the Primary profession, name, and other properties of your Kerbal.
* Notes- Not implemented, has button only  
  A simple editor that allows you to add notes to your kerbal
* Training - Not fully implemented. Can be set manually only.   
  Training is a means to increase your Kerbal’s experience through training. Tranining can consist of time spent away from flight learning specific tasks, or via Simulations such as in HoloDeck mod.
* Cross Training (multi Profession)  
  it will be possible to maintain multiple professions. Through training and flights, you can increase a specific profession by selecting that profession for a given flight.
* Experience - Not fully implemented. Can be set manually only.  
    
  Experience is gained thru flights. With RM, experience can also be gained thru training on specific tasks and thru Simulator training using HoloDeck. Training will increase the experience level of your Kerbals in the profession for which the training occurs.
* Flight / Simulation Log  
  Flight history and Simulation history will be stored in your Kerbal’s personnel file
* Vessel flown
* Dates of filght
* Results
* Accomplishments
* Crew Performance- Not implemented  
  Crews that stay together fly better together. It will be possible to improve the performance of a given crew through training and Simulations performed together. Kerbals with more time together will perform better on a given flight.
* Accomplishments/Achievements- Not implemented  
  using Other addons, accomplishments can be gathered and added to your Kerbal’s personnel file.
* Medals- Not implemented  
  Medals for significant achievements can be earned.
* Medical / Psych- Not implemented  
  Your Kerbal’s abilities can be impacted by their medical condition and “sanity”. While no “insane” kerbals are possible, (no suicides, sorry), their mental state will impact their skills. Things like time in space alone, traumatic events like crash landings and such can affect their abilities for certain periods of time.
* Recruitment/Termination - Implemented. But GUI does not auto update.  
  It will be possible to hire/fire Kerbals. Fired Kerbals will be removed from the game permanently (Will impact the game save).
* Scheduling- Not implemented  
  It will be possible to “schedule” kerbal crews and crew rotations, vacations, have impacts to crew due to illness, and medical issues.
* Settings- Not implemented??
* Reputation/Currency
* Realism
* Scheduling
* Recruitment / Termination
* Perisitence- partially impemented.  
  This Mod WILL ~~NOT~~ change the game save. All changes are stored ~~separately of~~ in the Game persistent save, and loaded into KSP on save game load. This allows the management of many parts of the kerbal’s experience, profession, and accomplishments.