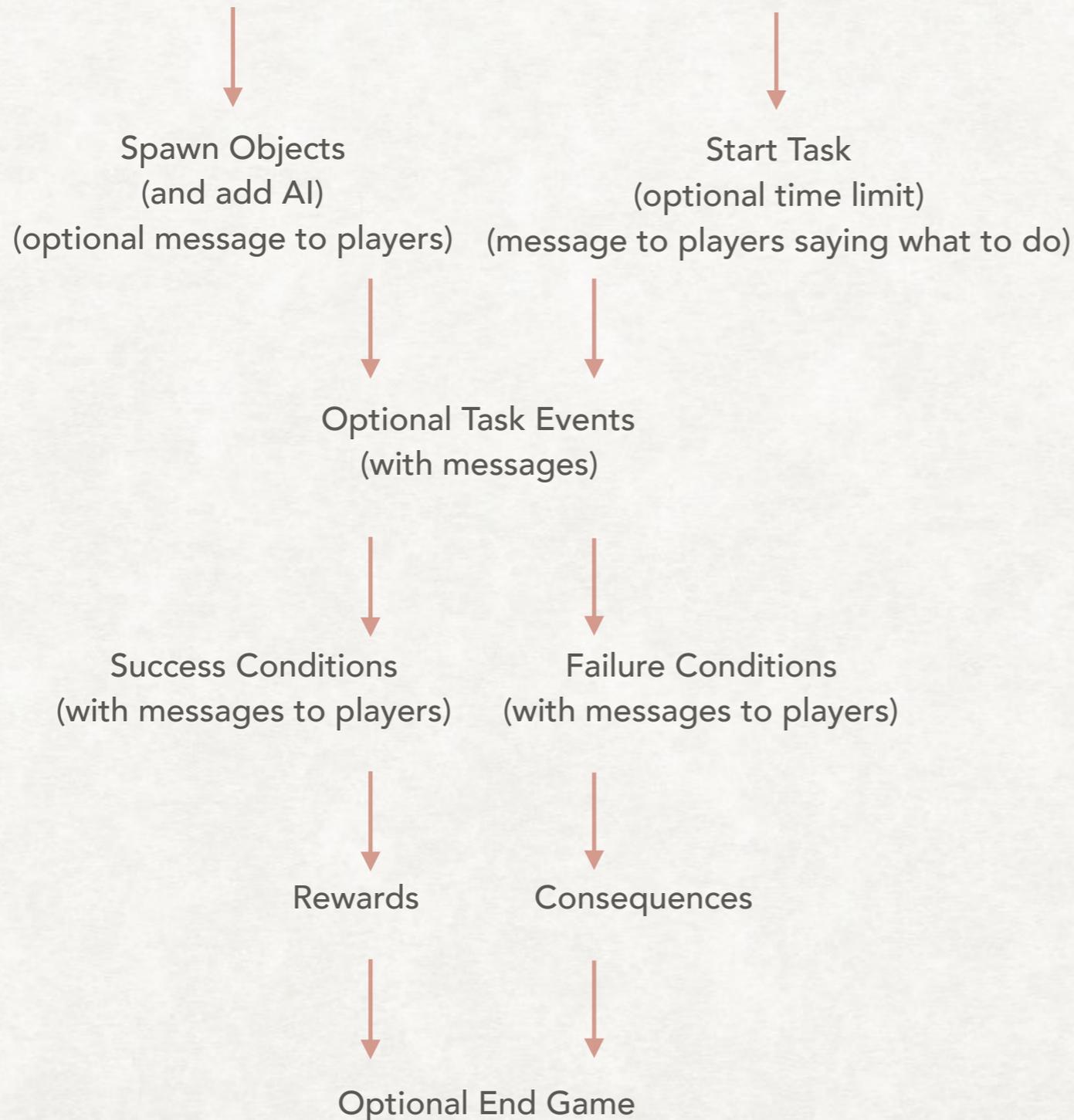


TASK FLOW



When do you want it to happen?

<i>Spawn/Start OPTIONS (plus optional timer)</i>
<i>Game Start</i>
<i>GM Key</i>
<i>Task Start or Mission Controller Value</i>
<i>Player Ship near Point</i>
<i>Player Ship inside Box</i>

*Task Snippet: Defend friendly ship and friendly base.
Kill enemy ship and destroy enemy base.*

*Possible configuration:
Spawn: Game Start
Enemy AI point throttle toward friendly base.
Start: Game Start + 30 seconds:
Hey! That ship is coming too close to us! Destroy it!
Success: New friendly ship AI to follow/defend player*

*Possible configuration:
Start: Player ship inside box + 30 seconds
Spawn: On Task Start:
Ack! There's a hidden base here!
(after the 30 seconds)
You must kill/destroy them in the next 5 minutes
or they will have enough data to relay our position
to their fleet.
Failure: New enemy AI sending the ship off the map*

(and so on, to near infinite configurations)

Mission Flow

Task A

Start on Game Start

mission controller value: 0

set mission controller value on success: 50

set mission controller value on failure: 100

Task B

Start on Mission Controller Value

mission controller value: 50

set mission controller value on success: 60

set mission controller value on failure: 0

Task C

Start on Mission Controller Value

mission controller value: 60

set mission controller value on success: 0

set mission controller value on failure: 0

Task D

Start on Mission Controller Value

mission controller value: 100

set mission controller value on success: 0

set mission controller value on failure: 0

Tasks can be "stacked" to occur sequentially using the mission controller value option to trigger the task Start.

Tasks (and stacked tasks) can occur simultaneously.

