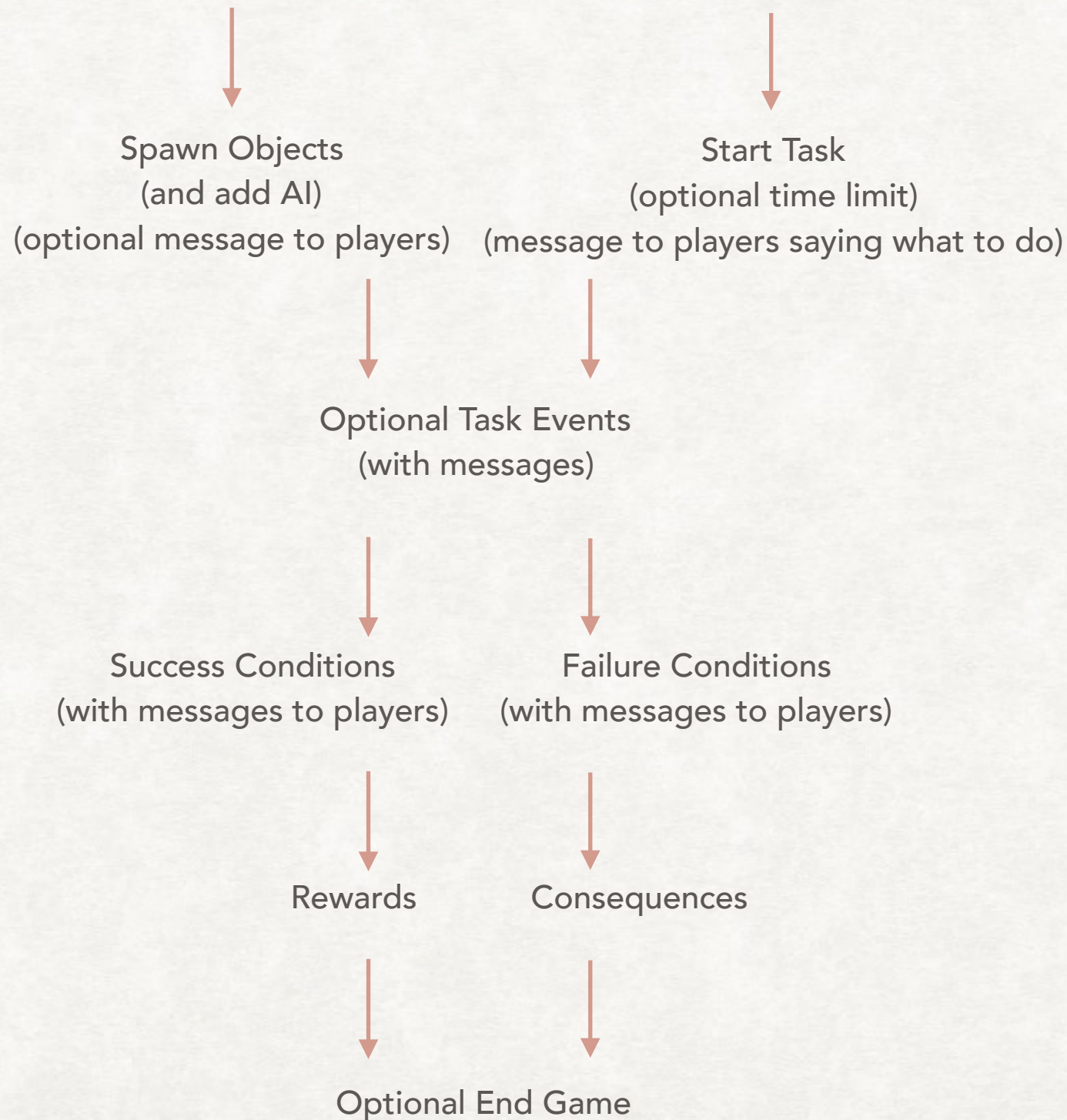


# TASK FLOW



*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.*

