**Win Conditions**

**Astro Cell**

**Team: Matt Mills, Jared Matachun, Jamie Roeger, Ryan Black, Zach Spitzer**

How many Crafted per win condition

Shoot for 3 crafted

**TO get cards from**

**Similar items**

Hacking device

Grabbing utensils from cafeteria

Win Conditions

1. Escape pods - Jamie
   1. Rooms-

-Items

* Keycard (for authorization; can be crafted or stolen)
  + Crafted -- Storage/Mining/Cafeteria/Hacking tasks/Material processing
  + Stolen -- Warden’s Office
* Electrical components -- Stolen: Storage/Sabotage tasks
* Scrap metal -- stolen
  + Stolen -- Mining/Material processing/Waste/Sabotage tasks
* Fuel tank -- Storage: task
* Hacking device (crafted) -- will assist in hacking tasks if equipped, but not necessary

-Tasks

* Acquire keycard
* Disable security systems
* Repair pod
* Refuel pods
* (Optional): Acquire hacking device

-order

1. Optional step: Acquire a hacking device through crafting -- electrical wiring(obtained from Storage area as floor item), metal(Mining) and polished diamond(Material Processing)
2. Acquire keycard for access to escape pod area
   1. Crafted: Obtain plastic from either Storage or Cafeteria (Storage will require less steps than Cafeteria since breaking down utensils is an additional step), any form of metal from Mining, and obtaining codes from hacking tasks (3 successful hacks required)
   2. Stolen from Warden’s Office
3. Repair escape pods (do 3 of these)
   1. Re-calibrate navigation -- task
   2. Patch hulls -- task
   3. Clean engines -- task
   4. Debug AI -- task
   5. Repair control interface -- task
4. Refuel pods -- obtain fuel tanks from a task in Storage
5. Disable security systems (two options):
   1. Sabotage task on reactor
   2. Sabotage security camera system task
6. Board pods -- Escape successful
7. Hangar escape - Ryan B
   1. Rooms - Hangar / Material Processing / Morgue / Cafeteria / Mining / Storage / Brig / Reactor / Warden’s Office

-Items

* Fuel Tank - Storage: task
* Key (Can be crafted or stolen) - (Crafted)Mining/Material Processing/Morgue/(Stolen)Warden’s Office

-Tasks

* Clean Engines
* Fix Shuttle Wings
* Re-Orient Navigation
* Stabilize Wings
* Debug AI
* Disable Security systems

-order

1. Acquire keys to shuttle
   1. Crafted: Craft out of Asteroid Materials (From Mining), Warden’s Fingerprint (From Morgue), then crafted in Material Processing
   2. Stolen: Found in the Warden’s office on his desk
2. Fuel the Shuttle: Task/Item Take fuel tanks from Storage to Hangar to fuel shuttle. Repeat Twice
3. Fix any Problem the shuttle has (Pick 2 randomly at the start of the game)
   1. Fix Shuttle Wings: Task
   2. Clean Engines: Task
   3. Re-Orient Navigation: Task
   4. Stabilize Wings: Task
   5. Debug AI: Task
4. Disable Security Systems:
   1. Option A: Disable Reactor: Task
   2. Option B: Tractor Beaming Asteroids: Task(Intentionally fail task)
5. Board Shuttle: Freedom!
6. Bubble wrap escape - Zach
   1. Rooms Mining, cafetaria, wardens office,library, Break room, Hangar, storage, Showers, Materials processing,

-Items -

* Key (Can be crafted or stolen) - (Crafted)Mining/Material Processing/Morgue/(Stolen)Warden’s Office
* Credit Card - Stolen Item From Guard : Break Room
* Bubble Wrap - Order Items From SpaceBay in wardens office with guard credit card
* Space Helmet - Stolen From Hanger :task
* Fire Extinguisher: stolen From Either Cafeteria or mining bay Task
* Omega Glue : Crafted in Material Processing with glue and plastic and soap from showers

-Tasks

* Search Hangar Ship For Helmet : Go to ship in hanger and click on the space helmet which will be in a random location on the ship
* Steal Fire extinguisher : Unlock case and grab fire extinguisher
* Acquire Cafeteria Key Card : type in code on Safe in cafeteria
* Search Break room Locker : Pull out Card From Guard Coat
* Order glass Mustache Figurines from Warden's office: go to wardens office computer and order max number of glass mustaches
* Get Bubble Wrap From storage: go to storage and open crate and click on bubble wrap
* Search Shower Trash For Soap: move items and click on soap in trash
* Craft omega Glue: after gathering item go to processor and melt items together Then hit button to squeeze into glue tube
* Combine Items into Manual escape pod bubble wrap and escape through cafeteria trash shoot

-Where and order

1. [Armory take over](https://docs.google.com/document/u/0/d/1WCJhOAlFgMAzaaEwLumh3K__FuhllPqk9k8byhAL2VI/edit) - matt

-Items - crafted

* Key Card (crafted or stolen) - task
* Armory Code (stolen with crafted item) - task
* Blank Card (crafted) - task
* Plastic : Cafeteria - floor item
* Wires: Storage - floor item
* Metal Material: Mining - floor item
* Polished Diamond: Material Processing - floor item
* Hacking tool (crafted) - task
* Printed Card(crafted) - task

-Tasks

* Steal a keycard from guards or craft a fake keycard (plastic from cafeteria melted and formed in material processing, card printed in library, security system hacked using hacking tool on a computer in library to give access to keycardcode)
* Steal Armory code from wardens office or hack security system with hacking tool to find the code on there system.(using a hacking tool on a library computer)
* Build a hacking tool (combine wires(storage), metal material(Mining), and Polished Diamond(Material processing) all items must be crafted on library computer)
* Melt plastic to form blank card (bring plastic silverware from cafeteria to material processing, use smelter to smelt a blank card)
* Print card using printer in Library(take a blank card to library and slide it through printer)
* Swipe Keycard to open armory door
* Enter Keycode to open armory locker

-Where and order

* Steal plastic silverware from cafeteria
* Melt silverware in Material processing to make blank card
* Print blank card using printer in library
* Craft Hacking tool
* Use Hacking tool to put the keycards code in the security system on a library computer
  + Optional: Or steal keycard from the guard that has it
* Hack security system using hacking tool on library computer to obtain the armory code
  + Optional find armory code in wardens office desk
* Open armory Door with keycard
* Type in the armory code on the armory locker to unlock
* REVOLT!

1. Deactivate Guards Take over - Jared

-Items - crafted

-Tasks

-Where and order

tie.)