OnEnable, aka as soon as the last animation on the start screen(press to continue flying away) is done:  
Make only factory active  
Change text to place factory

On factory placement:  
Building count = 1  
Rural count = 1  
Make only harbor available  
Make only nature reserve a available, change text

On nature reserve placement  
Building count = 2  
Rural count = 2  
Make only building[2] in array available, change text  
  
On third building placement  
Building count = 3  
Rural count = 3  
Make only building[3] in array available, change text

On fourth building placement

Building count = 4  
Rural count = 4  
Make only building [4] in array available, change text

On fifth building placement  
Building count = 5  
Rural count = 4  
If rural count < 4 set text to building[ruralcount], change text  
Else, set building to building[coastalcount], change text

On sixth building placement  
Building count = 6  
coastalcount = 1  
If rural count < 4 set text to building[ruralcount], change text  
else set building to building[coastalcount], change text

On seventh building placement  
Tell them to press an existing building  
Set building bar to have all options again  
Activate zoom slider

On clicking on a building  
Set text to tell them to destroy it

Wait 6 seconds  
Set text to tell them to zoom out and explore

Once interacted with zoom bar, activate timer

On 8th building placement  
Set tutorial to done  
Start questchanger  
Unsubscribe from onbuildingplaced