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