**Risk**In the case that Das Beste runs out of time and finds it hard to complete the whole game; a hazard mission has been dedicated and will be the first produced. The hazard mission will be the last level of the game, while everything that happened prior, will be introduced in dialogue, if the player initiates it with the characters. We will develop any code and create any artistic elements, including sound, that are associated with the last level of the game first, to make sure that we have a good deliverable. If we have time, we will go back and fill in all the other missions. The cutscenes will be developed regardless.