Tutorial -preparing for departure	
Acts as tutorial	
Who	All players - establish the roles everyone needs to play
Where	Still on earth, but end of tutorial they can be on the inside of the ship
Proposed Tasks	1. Simulated mission in controlled environment (teaches mission protocols) 2. Perform inspection of ship and supplies (can help players familiarize tech that is going to be used) 3. Actual mission briefing (sets clear goal for players and helps them decide their next choice) 4. **Bonus Objective** - Engage with the public and media to build support (not sure if we're still doing the media component in the game)

Notes:

Act 1 - Landing on Mars (Easy)
Game start - now actions have consequences

Who	Space Zed Astronauts vs(?) D.U.M.B Astronauts -How are they going to work together to ensure a safe landing?
Where	1. Space 2. Mars orbit 3. Mars surface
Objectives	1. Navigation to Mars 2. Locating a suitable base while orbiting planet 3. Perform initial survey of surroundings 4. Set up base camp 5. Tents 6. Communication (obstacle) 7. electricity 8. Sal AI integration 9. **Bonus Objective -** Manage any repairs if needed

Notes:

Act 2 - Surveying
(Medium)

Gathering research material

Who	-Space Zed goal - find resources for company and proof that mars is habitable -DUMB goal - gather research data and conduct experiments -Group goal - collaborate to reach each others goals OR they can be working against each other also
Where	1. Base camp 2. Surrounding area 3. However far they are willing to venture
Objectives	1. Gather data 2. Conduct Experiments 3. Ensure base camp remains stable for survival 4. Communicate findings with ground team 5. Build tools to help research and experiments 6. **Bonus Objective -** Investigate unexpected anomaly (this is AACT. This bonus objective should probably be made available when most of the other objectives are done. Will give small intro to act 3)

Notes:

	Act 3 - AI vs Aliens (Hard)
	Sal -"Interesting find, isn't it? This alien technology could be quite... useful. Why don't you let me take a closer look? For research purposes, of course."
Who	Aliens (just their tech) Sal AI - gaining sentience
Where	1. Base camp 2. Wherever AACT is discovered
Objectives	1. Uncover AACT and begin research 2. Prevent Sal from sabotaging the mission for his own benefit 3. Decide what to do with AACT 4. Give to Zed 5. Give to DUMB 6. Give to Sal 7. Leave it be 8. Prepare for departure 9. Bonus Objective - Discover deeper layers of Sal's programming to reveal more info

Notes: