"Destroying buildings to cultivate the Moon" Road Map

1. "Scout"

Our scouts have to investigate the buildings on the Moon – who owns them, what are they used for and so on;

Budget:

$15 000;

Time Limit:

3 months – from January to March, 2046;

Resources:

Several scouting teams with 10 investigators per team;

Scouting gear – black suspicious vans, binoculars, notepads etc;

Donuts;

2. "Analyze"

Our analysts will have to go through the data, collected by the scout teams and determine which buildings our society can live without;

Budget:

$7 500;

Time Limit:

1 month – April, 2046;

Resources:

Analysts;

Computers;

Coffee;

3. "Dig for secrets"

We will list all owners of the buildings that need to be destroyed. Then, our "Data Seekers" will have to dig up some compromising information about the naughty owners, who don't want to give up their property;

Budget:

$10 000;

Time Limit:

1 month – May, 2046;

Resources:

"Data seekers", aka hackers;

Computers;

Coffee and donuts;

4. "Blackmail"

After our "Data Seekers" discover enough information, we'll proceed to blackmail those owners and force them to give up their property. No one can screw with us;

Budget:

$3 000;

Time Limit:

1 month – June, 2046;

Resources:

Data from the "Data Seekers";

5. "Black Friday"

Onto our next task – buying/renting demolition equipment – either ordering it from China, or through eBay;

Budget:

$50 000;

Time Limit:

1 month – July, 2046;

Resources:

Money, just money;

6. "Demolition Derby"

We'll let our psychopaths have fun and demolish everything in their path;

Budget:

Nothing, those psychopaths will do it for free;

Time Limit:

1 month – August, 2046;

Resources:

Demolition equipment;

7. "Clean-up and Grow-up"

After everything is destroyed, we do a little clean-up and start preparing the soil and planting crops;

Budget:

Whatever's left;

Time Limit:

4 months – September to December, 2046;

Resources:

Plant seeds, fertilizer, irrigation systems etc.