

# PROJECT — Major Initiatives

Projects are substantial undertakings requiring multiple cycles and coordination. They represent the settlement's ambitious plans for growth, exploration, or transformation.

## Starting a Project:

When the table agrees to begin a Project, define:

1. **Goal:** What are you trying to achieve?
2. **Scope:** How many progress segments needed (typically 3-5)
3. **Requirements:** What resources or conditions necessary
4. **Stakes:** What happens if it fails or succeeds

Mark a **Project Track** with segments. Each successful Cradle action toward the Project fills one segment. When all segments are filled, the Project completes.

## During each cycle with an active Project:

- The prompt may relate to the Project or not
- You can choose to advance the Project (counts as Cradle) or address the prompt differently
- Failed Cradle rolls don't erase progress but may add complications
- Projects can be abandoned, but invested resources are lost

## Duskara-Specific Project Examples:

### Infrastructure Projects (3-4 segments):

- **New Settlement Wing** — Expand the linear city into newly temperate territory
- **Deep Road Extension** — Tunnel connection to neighboring settlement or cave network
- **Storm Research Station** — Observatory platform to study and predict superstorms
- **Geothermal Tap** — Drill deep to access additional heat/power from night-side vents
- **Orbital Beacon** — Restore and upgrade ancient satellites for communication

### Exploration Projects (4-5 segments):

- **Scorched Lands Expedition** — Mount properly equipped journey into the day-side margins
- **Cave System Mapping** — Chart and secure the deeper tunnel networks
- **Ancient Structure Investigation** — Study mysterious pre-human ruins
- **Native Life Preserve** — Establish protected zones for Duskanan ecology study
- **Horizon Search** — Seek other potential settlement sites along the belt

### **Cultural Projects (3-4 segments):**

- **Cultural Synthesis Festival** — Year-long series of events blending Earth and Duskaran traditions
- **Psychic Academy** — Formal institution for training and supporting gifted individuals
- **Oral History Archive** — Systematic recording of elder memories and stories
- **Inter-Settlement Exchange** — Regular visiting program between communities
- **New Governance Structure** — Redesign how collective decisions are made

### **Technological Projects (4-5 segments):**

- **Atmospheric Processor** — Develop system to improve local air quality
- **Genetic Archive Lab** — Facilities to preserve and study biological diversity
- **Sustainable Synthesis** — Create closed-loop recycling for critical materials
- **Enhanced Thermal Suits** — Develop equipment for longer day-side expeditions
- **Data Crystal Restoration** — Recover lost technical information from damaged archives

**Project Completion:** When all segments are filled, describe the Project's success and its impacts. Completed Projects often:

- Remove or mitigate a Challenge
- Create a new Resource
- Answer Open Questions
- Generate new opportunities
- **Reduce Tension by 2**

**Project Failure:** Projects can be abandoned if circumstances change or the settlement decides to prioritize differently. This isn't necessarily bad—it reflects shifting needs. But invested resources are lost, and abandoned Projects may leave complications.

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