

# Project Iris

world timeline

Project Iris takes place on Earth in the year **2206**, where life has changed dramatically over the course of 200 years and society has had to adapt to much harsher living conditions. Resourcing and survivability have become concerns at the forefront of the world's political and social landscape. To understand the scope of the present era's conflicts, we must travel back and examine how we got to our story's starting point.

## The dawn of the new Millennium on Earth: 3rd Millennium AD

**2000AD:** 'The Millennium Bug' proves to be a myth, humans begin to harness the emerging power of computer technology.

**2020s:** As the decade began, a global pandemic swept the Earth, causing mass death, severe global economic disruption and a huge shift in humanity's way of life. Widespread shortages of supplies caused panic and contributed to the increase in levels of inequality. Racial and political tensions erupted into conflicts across the world. Stock market goes into decline.

**2030s:** The Giant Magellan Telescope is completed, enabling exploration of the cosmos with unprecedented clarity, and revolutionising humanity's understanding of the universe. First planned human mission to Mars takes place. All cars become electric after petrol and diesel engines are outlawed.

**2070s:** Small-scale acts of terror begin to take place as a result of the growth of Ascensiona. Governmental networks become the target of cyber-attacks across the world. No one knows who is and who isn't part of the cult, so global sanctions are taken that limit public access to the internet and other previously afforded provisions. Governments tighten security and access to public services becomes a privilege, not a universal right. The world's public sector systems begin to be slowly dismantled.

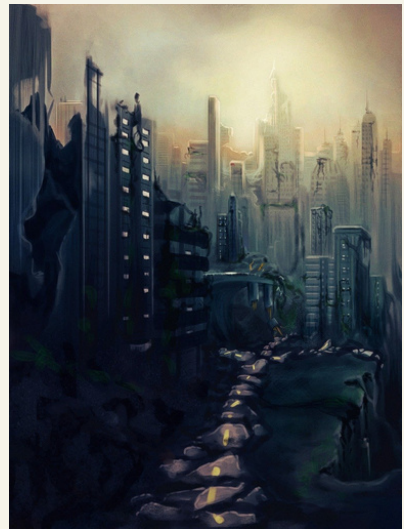
**2095:** Global economic downturn due to Ascensiona's continued interference with global governance systems. Large chunks of the world economy go into recession and the public mood is increasingly fraught.

**2100AD:** The turn of the century marks worldwide celebrations and renewed planning for space exploration. greater integration of AI within all human civilization. Marked social inequalities cause simmering social tensions.

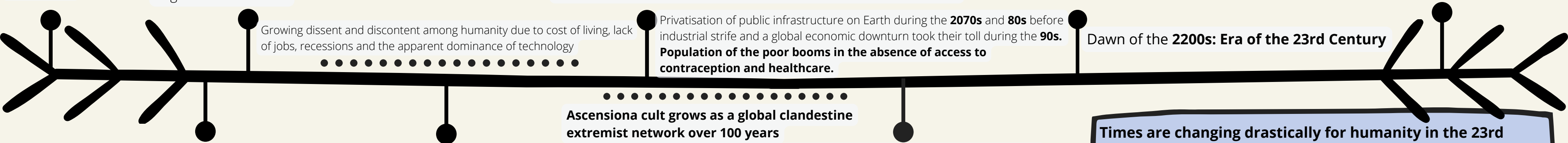
**2155:** Factions emerge during the rebuilding of civilisation as three privately created companies begin to exert dominance over areas of the settlement now known as 'New Tripoli'. The settlement expands over the next 30 years to become Earth's main capital city. Surrounding areas are less habitable due to the post-war landscape.

**2160:** Smaller settlements emerge in the surrounding wastelands in stark contrast to the flourishing rebuild of New Tripoli.

**2180-:** Continued rebuilding and evolution of the 'Big Three' into the ruling MegaCorps' over the following 20 years.



**2206: Earth** - life in the present day 'broken world'



**2010:** Humanity makes massive technological advances. Social media, cloud computing and AI begin to revolutionise human communication and the consumption of energy.

Cryptocurrencies emerge. Introduction of portable computing via the iPad. Curiosity Rover lands on Mars (2012) to investigate whether life ever existed on Mars, reporting back to Earth with data about its prospective suitability for human life

- ReWalk Exoskeleton created (2013).
- West Africa Ebola outbreak (2014-16)
- VR technology goes mainstream with Oculus Rift (2016)
- Tesla Model 3 hails the advent of electric-powered vehicles (2017)
- Global wildfires (2019)

**2040s:** United Nations 100th Anniversary (2045).

- **Clandestine formation of the Ascensiona cult.**
- Human settlements on Mars are planned and financed by private companies. First operational outpost on Mars (established 2032) is destroyed in a catastrophic system failure that cuts off life support systems within the entire outpost. All human life on the expedition is lost.
- Public support for future Mars expeditions is lost; global debate heats up about the potential continuation of these 'suicide missions'.

**2050s:** Increased energy consumption across the globe leads to widespread power outages. Dissent grows among the cult network at the effects of modern technology.

Companies privately revisit the Mars projects to try and learn from the tragedy of the *Mars First* mission. Some start rebuilding new plans in secret.

**2110s: Widespread underground growth of Ascensiona cult.**

Random attacks of chaos on global systems result in small-scale disruption of power and economics throughout the 2110s. Governments unable to pinpoint the source of attacks. Mistrust is sown through constantly accessible media coverage.

**2125: Geoengineering reports huge progress in creating large-scale sustainable cities called 'arcologies'. Humanity has hope for the future climate for the first time in 100 years.**

**2140s: Global Ascensiona Conflict Occurs:** Cultural tensions reach boiling point. An Armageddon-like global uprising occurs thanks to the growth and popularity of the Ascensiona cult over the last 100 years. A decade-long global war ensues, from which all known sociopolitical structures are destroyed. All hopes of the arcology projects seem ruined.

**2150:** The last bastion of Ascensiona burns out and Earth is left almost decimated by chaos. Humanity must rebuild itself, fast. From the ashes of the conflict, new powers emerge in the form of **business conglomerates**.

## Times are changing drastically for humanity in the 23rd Century:

- **Declining numbers of habitable space** on our planet due to the effects of global warming and mass capitalisation of resources by global conglomerates.
- Humanity's dominance – 200 years or so – is **coming to an end**. The search for a way off the planet is ongoing, as is a solution to humanity's survival in the absence of resources.
- **Technology and bioscience are crucially, inextricably linked** with the viability of human life.
- **Prospects look bleak unless great progress is made in the next decade. Renewal of the arcology project and bioengineering may be the only way forward.**
- Faction-based tensions and frustrations **simmer violently** in the strongholds and outskirts of Earth's last remaining few cities.
- **MegaCorps** elitism has skewered society into three segments, each of which has its own social hierarchy.
- Who can survive the broken world, and is it too late to be healed?