

Neshaten Playground

Found in most [Neshaten](#) parks and schools, the playground has seen little change with the exception of retrofits and additions of new play equipment. It has been around since before the Era of Restart. Indoor playgrounds bare the same designs, with the exception being that they are indoor. She'na Academy has its own playground that is often used as a benchmark by others.

Design

The playground is designed in the shape of a pentagon with the central area having a large circular fountain with benches and water fountains. There is play-equipment designed for ages one through fourteen and sporting arena's for Kits much older who may want to play a sport of some kind. The playground has an overhead containment field that can be activated during bad weather, rain is not considered bad weather. The playground is split into six sections, with the areas in between taken up by gardens and flower beds that are tended to by the students; as some students may find tending to gardens to be a form of play.

The playground has eight trapdoors that lead to underground safety shelters, in the event of an emergency.

Civilian Emergency Systems

The room is equipped with a number of emergency systems, including fire suppression, CO2 monitors, gas and other sensors to help protect whomever is using the room from potential harm. These systems are linked to a schools main office so that they can be easily monitored and responded to.

Fire Systems

Internal fire suppression systems utilize a specialized kind of foam that is an all in one, the kind of foam used is designed to smother gas, liquid, electrical and chemical fires.

Co2 Systems

Designed to detect the presence of Carbon dioxide through the use [NDIR](#).

Gas Detectors

Designed to detect gas emissions from the natural gas, the gas is also mixed in with a chemical agent

that reacts to a person's sense of smell so that they can more easily detect its presence.

Groundquake Sensors

A specialized sensor designed to monitor the movement around it, the sensor is smart enough to tell the difference between regular - everyday movement such as that from people and from more irregular movement such as that which comes from ground quakes. These sensors are interconnected with a central monitoring station located somewhere near a school, this means that if the outside sensors pick on the movement 'first', then the sensors inside of the building will emit an emergency signal alerting individuals of an approaching quake.

Other sensors

There are other sensors found within the CES which are designed to serve functions different from those listed above, they are more wide-range systems designed for multiple roles such as measuring air and wind pressure, rain water, along with the electrical current in the air which can sometimes predict whether a lightning strike might occur.

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