**GRUSC**

**CHAPTER 1**

**WHAT IS GRUSC**

Grusc is an operation launched to create, maintain, and improve Rybeon.

**CHAPTER 2**

**THE DRIVING ENTITY’S PROFILE**

BRIAN Skylar Adrian

**CHAPTER 3**

**STRUCTURE**

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| Department B  To connect entities to Rybeon | Nucleus  To oversee Grusc - to create, maintain, and improve Rybe - and to create, maintain, and improve Ry PCP | Department C  To create, maintain, and improve hardwares that can execute Rybe code |
| Department A  To facilitate communication between entities and Brian Skylar Adrian | Department D  To create, maintain, and improve snippets |