EPIC MEGAJAM 2026 / DEV LOG

GLASS BOX

THE DAY 4 BOOK

Day 4, the last day: a night of remakes on a second render seat, six audits, a final build and a hotfix round, real streets on all three maps, and a jam video cut five times, with every stage, tool call, failure and render on the record.

SUNDAY 15 NOVEMBER 2026 / 00:00 TO 15:15 ET



THE SIX MONSTERS / a 4K Blender render, not a game frame

DAY 4 IN ONE PAGE

TAKE 01

Day 4 remade what still looked like Day 1, audited everything, and shipped.

Day 3 ended with a world that looked real. Day 4 spent the night remaking what still looked like Day 1 (trees, a village, the crew, cliffs, the far city), audited every asset, map and screen, packaged a final build at 11:47 and then, on his word, a hotfix round: a camera that keeps out of the monster, one goal list everywhere, a splash and a loading screen, real streets on all three maps. The hotfix package was still being built and checked at the cut.

94
AGENT STAGES RUN BY THE STAGE RUNNER

169,293
TOOL CALLS: 81,629 UNREAL, 87,664 BLENDER

$700
API-RATE EQUIVALENT (NOT MONEY SPENT)

181
FAIL LINES IN THE JOURNALS, 179 WITH A FIX LINE

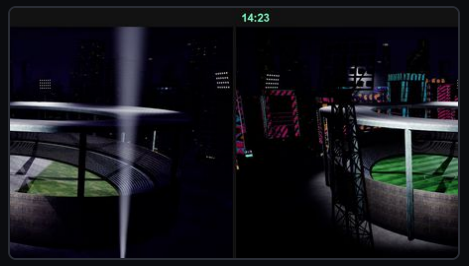
53
DECISIONS HE MADE (DECIDED LINES, 136-215)

374
RENDER JOBS ROUTED, 243 TO THE SECOND SEAT

BEFORE AND AFTER (LEFT HALF EARLIER, RIGHT HALF LATER; CAPTURES AND BLENDER RENDERS)



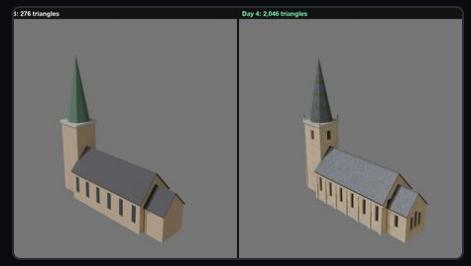
DOWNTOWN PLAZA



NEON STADIUM



DOWNTOWN TAKE START



THE WEST VILLAGE

Numbers: scripts/devlog_build.py over the stage logs (cut 15:15 ET) and the call logs for Nov 15 up to the cut. API-rate equivalent = the logged tokens at Anthropic's published API prices; Mifsopo works on a flat plan. Partial: 7 stages without a final token count or still running.

SHOT LIST

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SCENE 01

WHAT HE SAW, WHAT WE DID

A last night, a last morning, a hotfix afternoon.



WHAT HE SAW, WHAT WE DID

SCENE 01

00:3X ET “we have a full night to make full use of high quality renders improvements ... go all around fixing anything that needs it” (149)

01:2X ET “we need our final build by noon-1 leaving a few hours for any FINAL adjustments” (156)

08:1X ET “this is behind L_City ... theres a ton of bad ground” (171)

11:2X ET “find better scenes and true gameplay for that video it needs to do better” (178)

12:4X ET “some lag when clicking cast trying to load maps, would adding a loading screen in the middle help” (188)

12:4X ET “alot of downtown floor plan and streets need fixed” (189)

13:5X ET “whats the gunship on downtown ... ive never seen the gunship” (197)

14:0X ET “on the devlog we only have a downtown overhead shot capture, not for the other two maps?” (201)

THE DAY IN EIGHT LINES

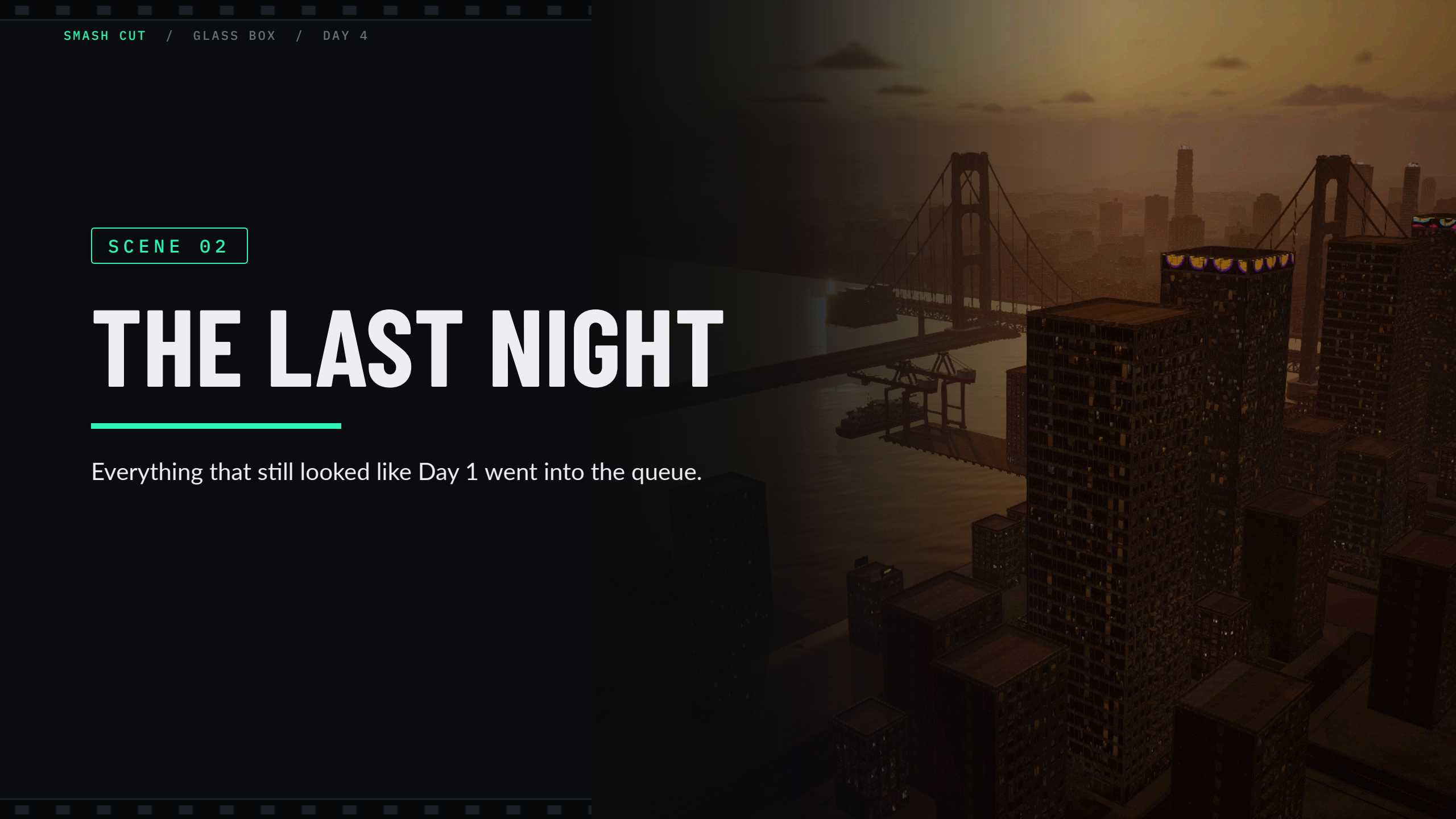
- An overnight chain: one writer editor, a test copy, up to nine offline stages, a second render seat
- Trees, a village, the film crew, cliffs and the far city remade in Blender
- Six audits: night, assets, maps, the whole game, saves, the submission
- Builds 0120, 0758 (release candidate) and 1134 (final), each played in ten launches or fewer
- A hotfix round: camera, goals, splash, loading screen, saves, a GPU-hang setting
- Downtown's streets rebuilt in four passes; Waterfront, Neon and the riverside polished
- The jam video cut five times, the last three from his own play and the game's own inputs
- The Glass Box site curated picture by picture and deployed on his word

Sources: design/qa/decisions_1805.md 149, 156, 171, 178, 188, 189, 197, 201; journals of Nov 15

SCENE 02

THE LAST NIGHT

Everything that still looked like Day 1 went into the queue.



THE LAST NIGHT

SCENE 02

374
RENDER JOBS ROUTED (243 TO THE SECOND SEAT)

331
STATIC BUILDINGS MADE BREAKABLE

98 %
WATERFRONT BUILDINGS IN REACH BREAKABLE (FROM 46)

26
LIBRARY SOUNDS WIRED TO SILENT CUES

The overnight chain. The stages ran as a queue: one writer editor on the real project, a test editor on a mirrored copy, up to nine offline stages beside them, and the Blender stages on a second render seat. Decision 156 set the editor line with time caps on every stage ("highest value first, commit each item, leave the rest in Open"), and it was re-planned as he added work: every static building in reach breakable (157), gaps and bad pavement (159), remake the trees (164), look for other issues like the trees (165).

The render seat. Fire flipbooks (three 4096 px, 64-frame sheets of procedural Blender fire), army-v2, the Waterfront ferry and coloured civilians, far roofs, the flood wave art, the film crew, the West village, trees-v2 and greens-v2, the bluff cliffs, the far city and 4K beauty renders of all six monsters ran beside the editor; in the afternoon, the fountain and the rail yard. 374 routing decisions on Nov 15 (to 14:40): 243 remote, 108 local, 23 local without the lock; 228 remote jobs finished, 13 were abandoned back to local.

Gameplay. From his notes on the 01:20 build: solid map edges with a bigger walkable area (152), aim assist on throws (154), Pangoliath's rear-up slam with a 60 m shockwave (162), a car-into-the-garage stunt (153), a clapperboard on every goal clip. Breakable-ring swapped 331 static buildings for breakable copies: Downtown 90 to 98 % of the buildings in reach, Waterfront 46 to 98 %, Neon 27 to 96 %.

Sources: decisions 149-165; logs/render_routes.jsonl; journal/level_lighting.md 03:08; journal/gameplay_code.md 03:42; journal/environment_props.md 01:40-08:58

SCENE 03

SIX AUDITS

Audits first, then fixes, each in its own stage.



SIX AUDITS

SCENE 03

NIGHT AUDIT, 00:37

46 rows, every known problem ranked: the first 8 s of every take missed their shot; three cold-open cuts silent; Day 1 assets never remade.

ASSET AUDIT, 03:17

Clay, wire and final render of 538 placed assets: no broken render, but a 152-382-triangle village with painted windows and blob trees.

MAP AUDIT, 09:48

Every actor on three maps: Neon's tile-grid ground, a z-fighting stadium pitch, a 10 m trench on two south edges, 28 empty far-city cells.

WHOLE-GAME AUDIT, 10:24

The release candidate screen by screen as a judge plays it, five launches, 0 crashes, 26 findings; a brand name in a tutorial picture re-shot.

SAVE CHECK, 11:54

17 starts with saves and settings from every earlier build: all reach the menu. The black first seconds came from the missing splash.

SUBMISSION REVIEW, 12:18

Every form text against the Official Rules, the public pages read logged out: the live build still had the brand-name picture; the page read unfinished.

Mifsopo asked for audits, not just fixes. Each sheet is read-only and was written before the fixes it lists; the fixes are in the following stages' journals.

Sources: design/qa/night_audit_d3.md, asset_audit_d4.md, map_audit_d4.md, game_audit_d4.md, save_compat_d4.md; submission/FINAL_REVIEW.md

SCENE 04

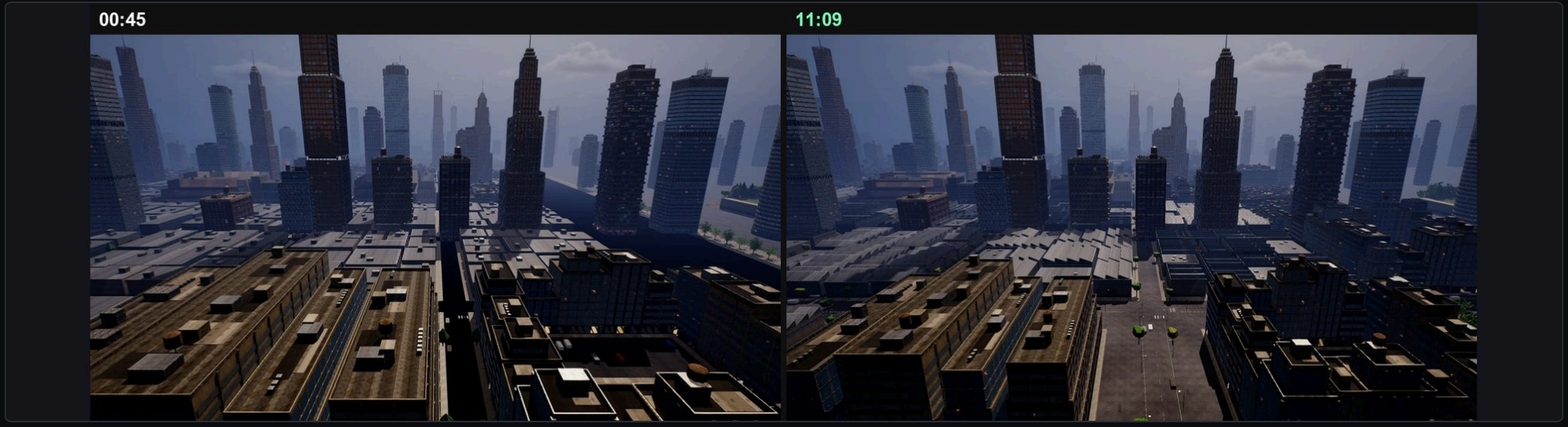
THE MAP

Left is earlier, right is later, same camera; only pairs that show their change at page size.

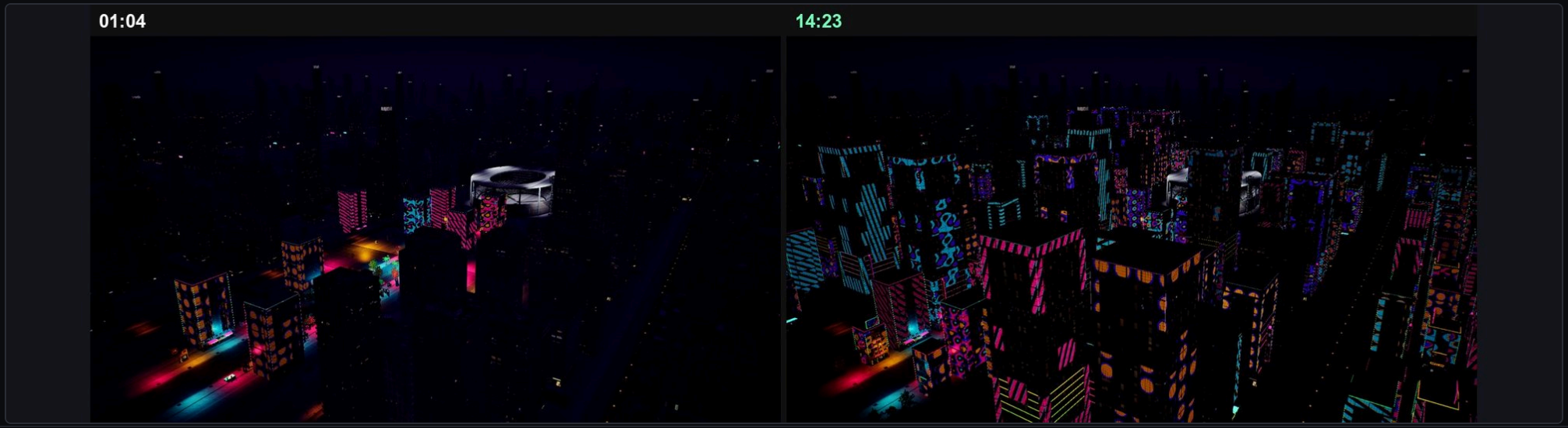


THE MAP, EARLIER AND LATER

SCENE 04

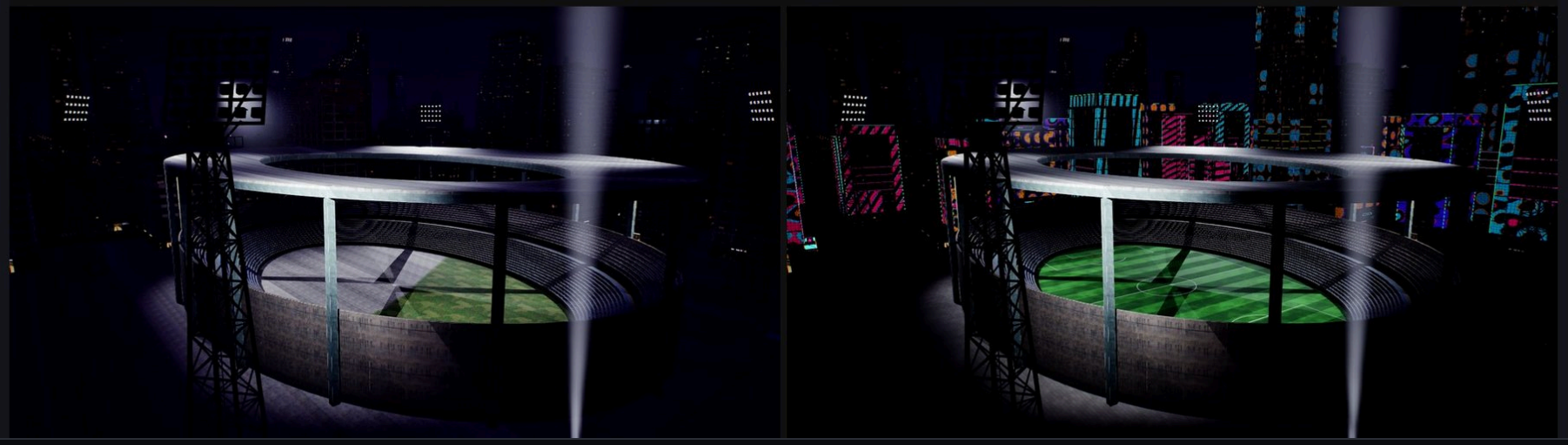


Downtown south edge: the dark channel becomes an asphalt street with markings (00:45 / 11:09)

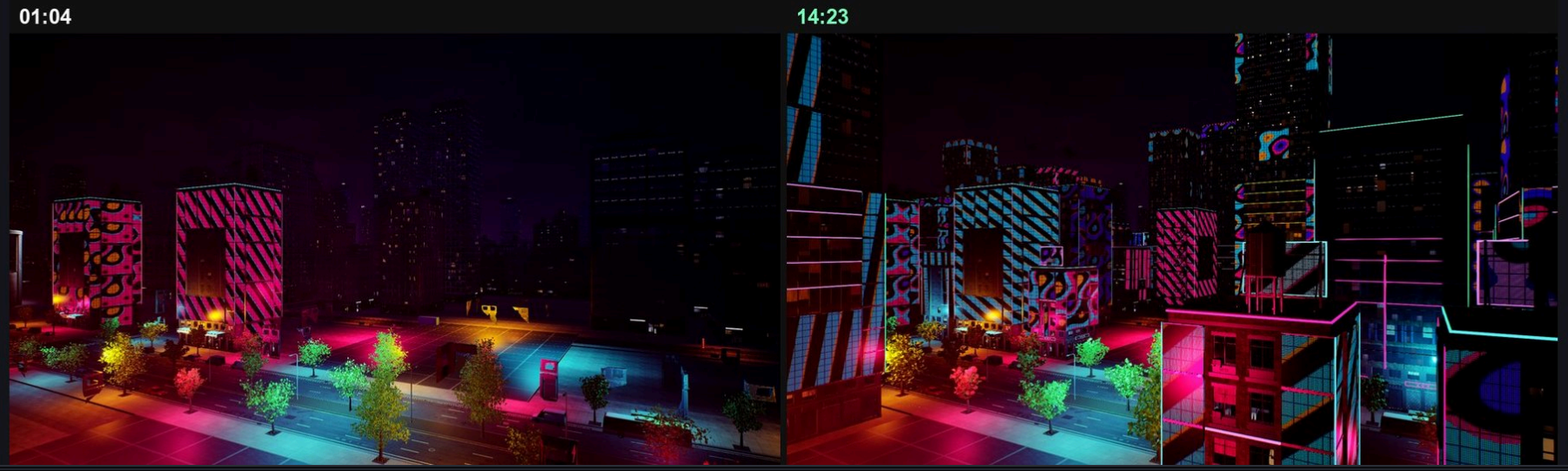


THE OTHER TWO MAPS

SCENE 04



Neon stadium: the half-shadowed pitch becomes a striped grass pitch (01:04 / 14:23)

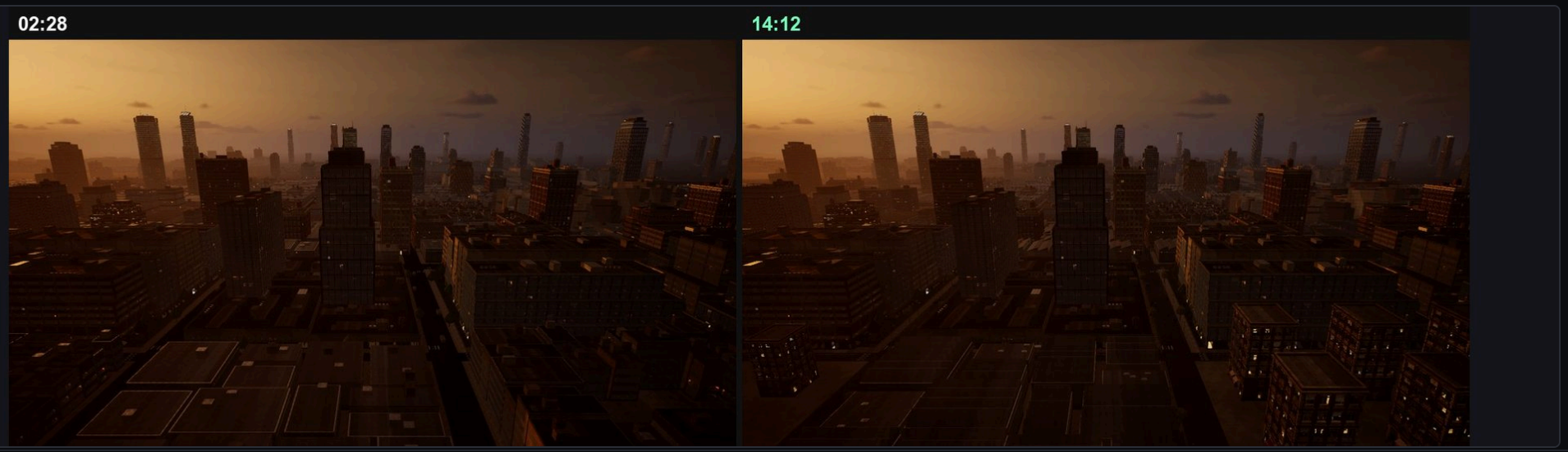


THE OTHER TWO MAPS

SCENE 04



Waterfront east edge: a flat roof plate becomes lit tower blocks (02:28 / 14:12)



DOWNTOWN'S STREETS AND THE AFTERNOON POLISH

SCENE 04



Downtown take start: bare concrete either side of Grand Avenue becomes marked car parks (13:23 / 13:38)

DOWNTOWN'S STREETS AND THE AFTERNOON POLISH

SCENE 04



Civic Plaza: a flat granite drum becomes a fountain with tiers and arcing jets (15:06)

Sources: journal/level_lighting.md 13:01, 13:19, 13:41, 14:13, 14:25, 14:35, 14:42; journal/environment_props.md 14:41; journal/integrator.md 15:08; decisions 188, 189, 195, 198, 203

THE RAIL YARD

SCENE 04



The rail yard's bare gravel strips now carry sleepered track with tank, box and gondola wagons (environment_props backlog-env 14:41, imported 15:08 with 13 more pieces, all passing their size and triangle read-back). The matched wide pair shows the wagons too small to see, so only this frame is shown.

The West rail yard after backlog-env-import (15:06)

Sources: journal/environment_props.md 14:41; journal/integrator.md 15:08; devlog/media/screenshots/d4_1506_RailYard_after.png

SCENE 05

THE ASSETS OF THE NIGHT

The street trees were 411 to 521 thousand triangles each; the country trees were cones.



TREES

SCENE 05



The countryside trees before the remake: clay, wireframe and final

Decision 164 (“Remake both”). trees-v2 (04:51): six street trees from 411-521k triangles to 25-30k at LOD0 with the same silhouette; eight countryside trees became real oaks, spruces, a poplar and a willow of 18 to 31k, each with a four-step LOD chain. greens-v2 (06:20) put the same trees on the bluff, the forest clumps and the farm windbreaks.

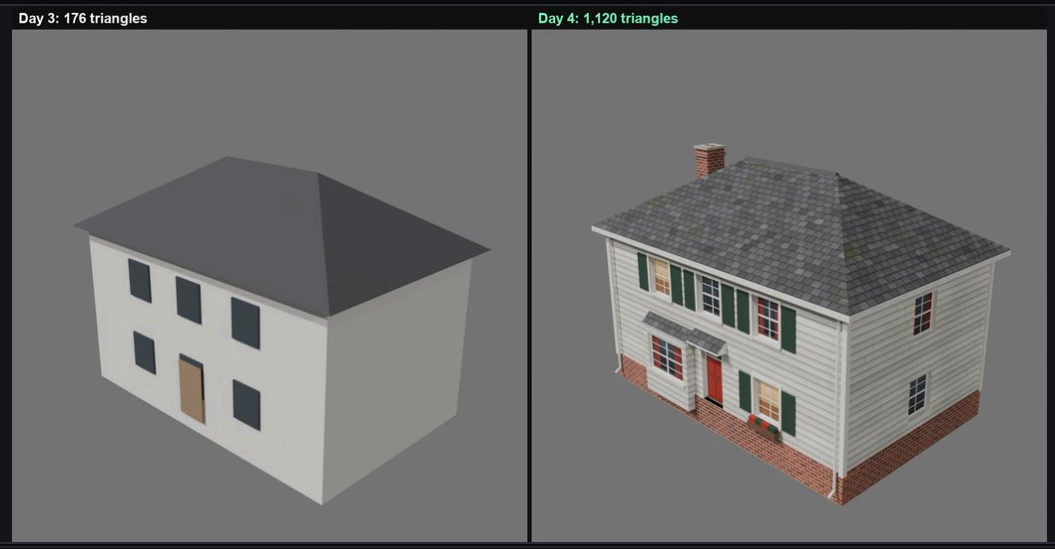
Sources: journal/environment_props.md 04:51, 06:20; decision 164; devlog/media/social/d4_trees_clay_wire_final_lit.jpg

THE VILLAGE AND THE CLIFFS

SCENE 05

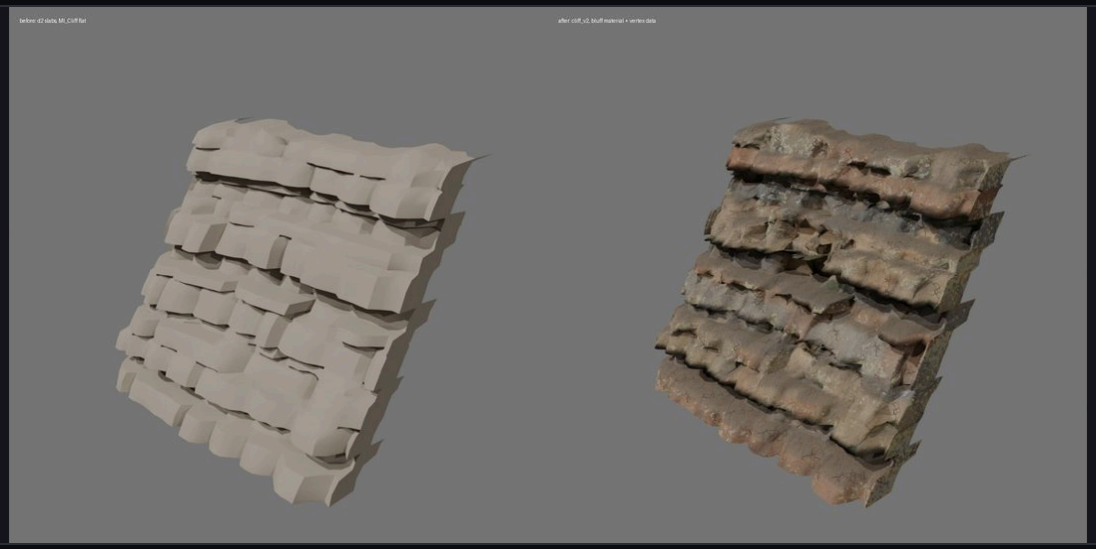


The church: 276 triangles to 2,046 (Blender final renders)



THE VILLAGE AND THE CLIFFS

SCENE 05



A bluff cliff slab: the Day 2 slab on a flat tan material, then the v2 rock on the bluff's own material (decision 168)

Sources: devlog/media/assets/SM_Ctry_Church, SM_Ctry_House_A stats; SM_Cliff_Face_A_before_after_d4_0830.png; journal/environment_props.md 04:31, 08:50

SCENE 06

THE FINAL BUILD AND THE HOTFIX

Final is final, or a hotfix: he picked the hotfix.



THE FINAL BUILD, AND A HOTFIX ROUND

SCENE 06

1743
THE FINAL BUILD, ON THE ITCH PAGE

9 / 10
LAUNCHES OF 1134 WITH NO CRASH

1 in 40
FIRST RENDERS OF L_CITY WITH THE GPU HANG (LOGS)

11 / 11
OPENINGS LAND 2.2 CM OVER THE STREET

Build 1134, the noon build. Packaged on the test copy 11:34-11:47, 2.359 GiB, played in ten launches on all three maps (11:48-12:34): nine with 0 crashes, 0 fatal errors and 0 ensures; all 11 openings land 2.2 cm over the street. One launch hung the GPU on L_City's first frame (DXGI_ERROR_DEVICE_HUNG in Nanite shadow culling); the same route ran clean again.

The GPU hang. The same fault, the same shader, the same kind of bad address: test editor 02:58, main editor 07:51, the package 12:09; about 1 in 40 first renders of L_City in the logs on disk, older than anything new since the release candidate. The one lead, an experimental engine setting Windows turns on (reserved-resource Nanite streaming), is off in the project config; the hotfix package's cold starts showed it is not gone (2 hangs in 6 cold first starts).

The hotfix round (decision 180, "Yes, hotfix it"). The take camera stays at least the monster's body away (26-29 m) and rises instead of hugging its back. The briefing lists every goal and MAX BONUS is their sum; the box office says IN CUT, NOT IN CUT or NOT SHOT for each. SOUNDTRACK instead of "Score"; the Next Shoot card names its district; SAVE POSTER says where the poster went; the two IN PRODUCTION shop rows are gone; a startup splash and a loading screen on every map load; an unreadable save is moved aside, never deleted; RESTART TAKE and QUIT ask first.

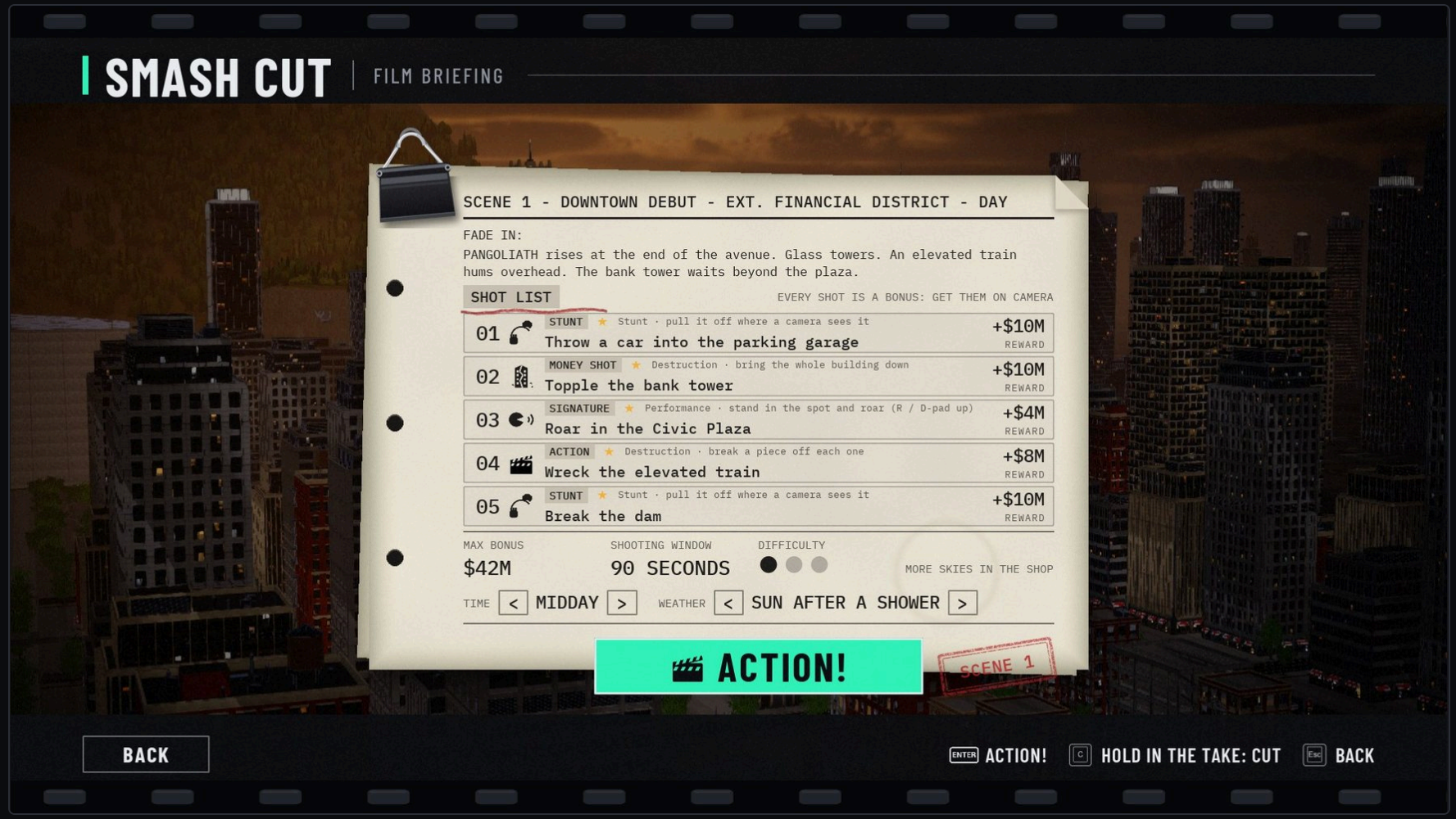
The gunship. It works but arrives at 70 s of a 90 s take, 350 m out and 95 m up: a timing choice written up for him, not changed in this build.

The hotfix package, build 1541. Packaged on the test copy 15:42-15:51: 2.363 GiB (2,537.0 MB, 3.8 MB over 1134). Fourteen packaged launches 15:51-16:44: twelve with 0 crashes, 0 fatal errors, 0 ensures and 0 Accessed None; two GPU hangs on a cold start of L_City (the same Nanite shadow-culling pass). It carries the hotfix's changes (camera floor, goal lists, shop rows, loading screen, splash, saves moved aside, lens and look in the premiere); the setting did not stop the GPU hang. He pushed it to itch at 16:5x (215), played it himself and asked for one last fix round (212; listed on the builds page). That round went into build 1711 (17:12); **build 1743 is the final build**: 1711 plus the shop's new pictures (217) and virtual shadow maps off, the shadow pass the hang sits in.

Sources: design/qa/build_final_d4.md, gpu_hang_d4.md; journal/integrator.md 12:37, 12:49, 12:53, 14:01; journal/gameplay_code.md 11:53, 11:56, 12:10, 12:51; journal/ui.md 11:54, 12:20, 15:01, 17:43; git 5bb3a09dd; submission/links.json (final_build day4-1743); decisions 180-190, 197, 217

PICTURES IN THE HOTFIX ROUND

SCENE 06



Downtown's film briefing after hotfix-polish (PIE capture, 12:13)

The briefing had three fixed goal cards, so Downtown read “3 goals, $24M” against five goals on the take's shot list. Now every goal has a card (Downtown 5, $42M; Neon 4, $75M; Waterfront 3, $45M) and MAX BONUS is their sum, checked against the take HUD's shot list in PIE on all three districts.

Sources: journal/ui.md 12:20 hotfix-polish, 15:01 backlog-ui; design/qa/save_compat_d4.md

PICTURES IN THE HOTFIX ROUND

SCENE 06



The startup splash (art/ui/polish/Splash_1024.png)

The packaged game had no splash file, so a cold first start showed a black window for 9 to 66 s (the save check measured it). The splash is made from the main menu's own art: film edges, the six posters, SMASH CUT and LOADING... No logo.

Sources: journal/ui.md 12:20 hotfix-polish, 15:01 backlog-ui; design/qa/save_compat_d4.md

PICTURES IN THE HOTFIX ROUND

SCENE 06



The main menu's QUIT confirm (PIE capture, 14:53)

backlog-ui (decision 204's UI list, 45-minute cap): RESTART TAKE, QUIT TO STUDIO and QUIT ask first; the shop opens with the keyboard on its first row; Settings' RESET keeps the benchmark's graphics level; the credits name the director under “Directed by”; How It Works says what each critic wants.

Sources: journal/ui.md 12:20 hotfix-polish, 15:01 backlog-ui; design/qa/save_compat_d4.md

THE BUILDS OF DAY 4

SCENE 06

BUILD	WHEN (ET)	SIZE	WHAT IT IS
2201 (evening, Nov 14)	22:00	2.300 GiB	the Day 3 game, pushed as it was by his decision (143)
0120 (night)	01:20	2.318 GiB	all three maps plus UNLOCK EVERYTHING; his notes on it became the night's work
0758 (release candidate)	08:07	2.342 GiB	the night's assets, the tree LODs and the leap clips
1134	11:47	2.359 GiB	the morning's map and UI fixes; held back for the hotfix round (196)
1541 (hotfix)	15:51	2.363 GiB	the hotfix round; pushed to itch at 16:5x (215)
1711	17:12	–	1541 plus the last fix round after his playtest (212)
1743 (final)	17:53	–	the final build: 1711 plus the shop's new pictures (217) and regular shadow maps; on the itch page

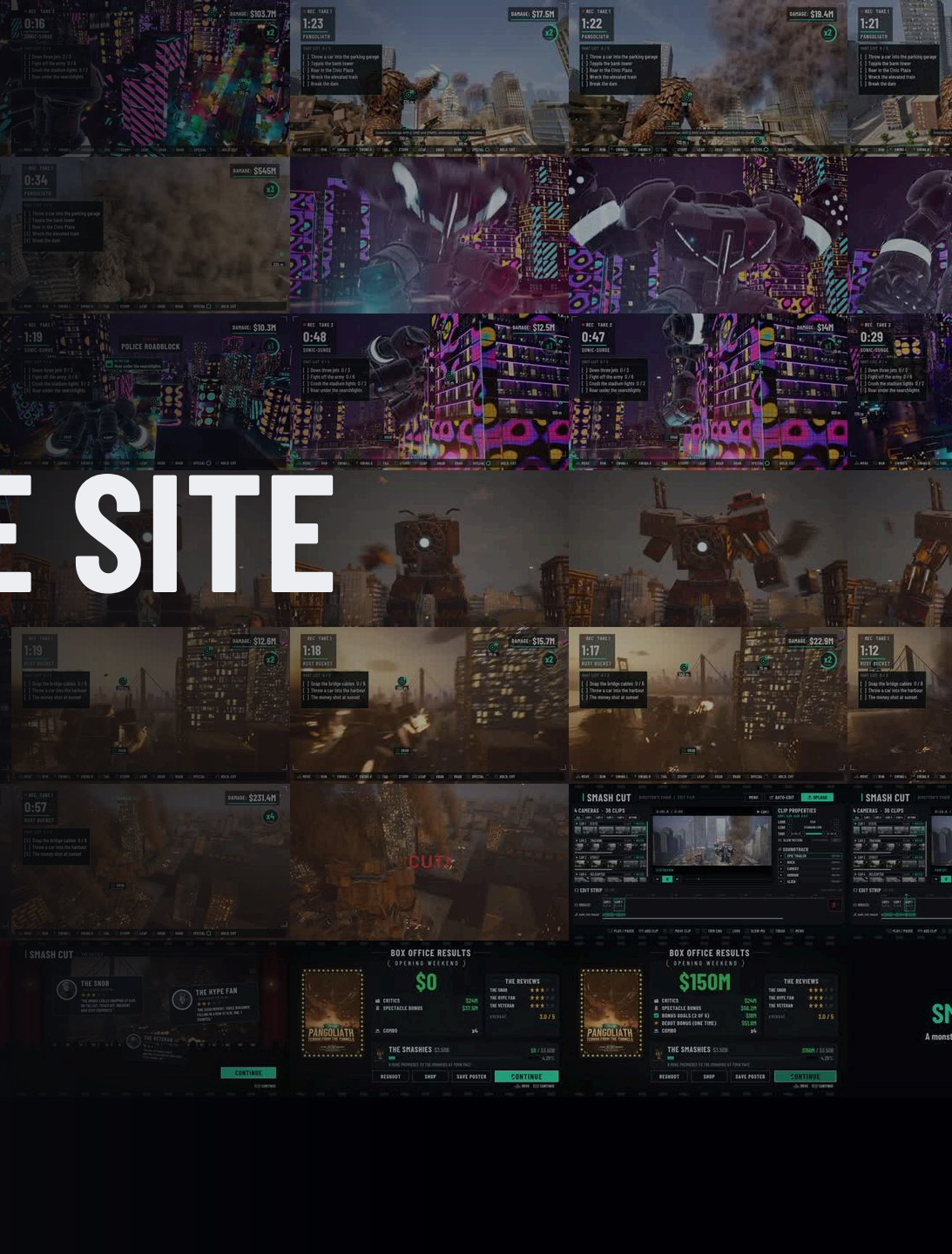
He held the early push of 1134 (“Wait for hotfix”, 196) and chose one final build with the map polish, the UI list and the Blender pieces (“Middle cut, ~18:45”, 204); new-behaviour code stays out. He played 1541 and asked for one last fix round (212); it went into build 1711, and the final build on the itch page, 1743, carries it with the shop’s new pictures from real gameplay (217) and regular shadow maps in place of virtual ones: UNLOCK EVERYTHING owns everything and leaves the money alone, a loading screen with the district’s picture, a compact shot list, the Cast previews without their sheen, unowned skies in red with their price, Downtown’s Civic Plaza repolished, paving that reads as paving on all three maps, a river that stays a river after the dam breaks, and a UI that fits 16:10.

Sources: design/qa/build_0120.md, build_0758.md, build_final_d4.md, build_hotfix_d4.md; journal/overnight.md 15:08; journal/TEST_EDITOR_OWNER.md 17:11; journal/gameplay_code.md 16:27; journal/ui.md 16:32; journal/level_lighting.md 16:45; journal/vfx.md 16:53, journal/ui.md 17:43; git 5bb3a09dd; submission/links.json; decisions 143, 196, 204, 212, 215, 217

SCENE 07

THE VIDEO AND THE SITE

Every cut on his words; every picture judged by one rule.



THE JAM VIDEO, CUT FIVE TIMES

SCENE 07

5	57.95 s	-14.4	7:00
CUTS OF THE JAM VIDEO IN ONE DAY	V5, 1920X1080, 60 FPS	LUFS INTEGRATED (V5)	HIS OWN OBS RECORDING OF BUILD 1134

v1 was dropped (161) after he saw a floating Magmahemoth; v2 (52.75 s) came from release-candidate footage and he asked to “find better scenes and true gameplay” (178).

v3 (13:15) is cut only from his own 7-minute OBS play of the final build: 57.6 s on the music's half-beat grid, the game's own sound under his music. Three Neon shots that ran at 8-20 fps in his recording were swapped for smooth ones.

v4 (13:55): “change out the pangoliath in the beginning ... 22-26 needs better footage from sonic surge” (192). Sonic-Surge's Thunderclap opens it; five Sonic-Surge shots (11.3 s) were recorded on the test copy driven only by the game's own inputs, four of them from cameras placed beside the action because the take camera ran into towers. The music came down 3 dB (193) and the agent shots got sound built from the game's own files, placed by hand (199).

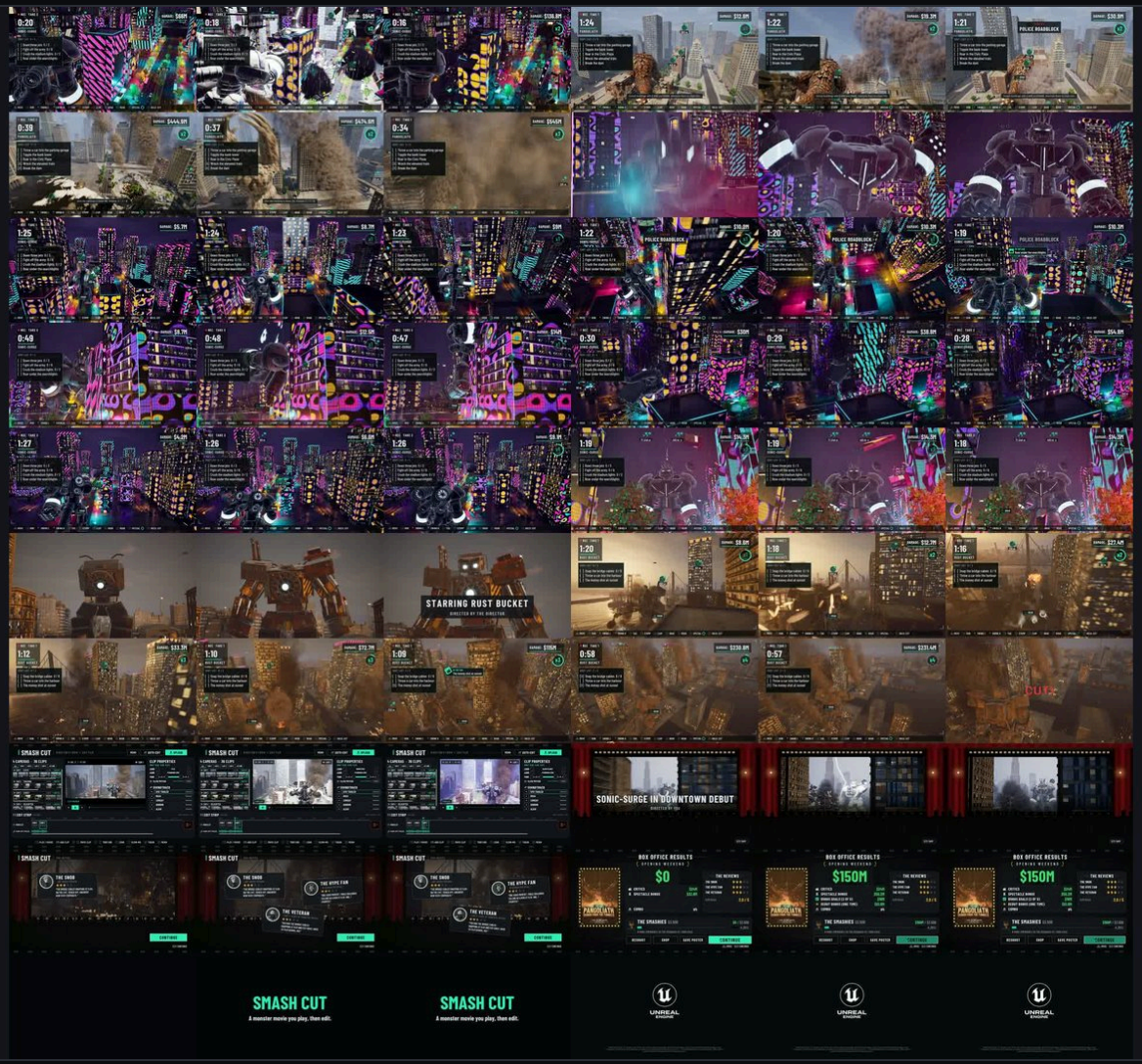
v5 (14:33): the drop plays 1.1 s longer, and the chair and premiere were re-recorded through the game's own keys (200): 57.95 s, 1920x1080, 60 fps, -14.4 LUFS. He is uploading it to YouTube (206).

The 2:11 reel keeps its length at his word, the choir-heavy track 6 dB down (194). No agent can hear: levels are measured; the sound is his to judge.

Sources: decisions 161, 178, 181, 192-194, 199, 200, 206; journal/devlog_capture.md 13:15, 13:28, 13:55, 13:57, 14:01, 14:33; devlog/media/clips/v3_shots.md, v4_shots.md, v5_shots.md

THE JAM VIDEO V5, SHOT BY SHOT

SCENE 07



First, middle and last frame of every shot of jam_video_v5.mp4: Sonic-Surge, Downtown, Neon, Rust Bucket at sunset, the chair, premiere, critics, box office, the cards

THE GLASS BOX SITE

SCENE 07

1,744
GALLERY PAIRS JUDGED ONE BY ONE

197
KEPT WITH THEIR PICTURES

48
PAGE PICTURES REPLACED OR DROPPED

1
DEPLOY, ON HIS WORD

Day 4 went on the site at noon (site-day4: the night's assets, the map and game audits, the final verification). Mifsopo then looked at the local preview: “stuff like this need addressed, their bad examples to use” (191).

site-curate-2 opened every picture the site shows with a claim and kept a picture only where a first-time viewer gets its point without the caption in 3 seconds: 48 page pictures replaced or dropped with the reason; of the gallery's 1,744 failure-and-fix pairs, 197 keep their pictures and 1,546 show their lines and why. The same rule picked every picture in this book.

Waterfront and Neon got Downtown's camera treatment (201). At 15:0x he said “Deploy it” (207); the release session deployed it, and the asset browser's fix followed (213).

Sources: decisions 183, 184, 191, 201, 207; journal/devlog_capture.md 12:36, 13:57, 15:00

SCENE 08

DECISIONS

The agents ask; Mifsopo decides. Every DECIDED line of Day 4, with the options he was shown, in order.

53 DECISIONS ON DAY 4



WHAT MIFSOPO DECIDED (1/9)

SCENE 08

DECISION 136

final-check found five blockers (four materials that would draw the engine default in the package: M_SK_Plants, MI_Mil_Dark, the flood debris via M_JamMaster, the Downtown countryside river on Nanite; and Settings GRAPHICS QUALITY always reading ...

OPTIONS SHOWN

- stop, fix, repackage, recommended
- let it finish, fix after

DECISION 137

'queue the STARRING card and black cubes fixes too-- basicaly EVERY SINGLE FIX you have found will go in this build'. Every final-check finding goes in before the evening package: fc-code-fixes (gameplay_code: STARRING once, black ground pieces, UDS ...

DECISION 138

'we NEED a packaged game, and all our stuff uploaded tonight by midnight, so we stay in line with a daily release'. Supersedes 137's timing: package-evening starts right after fc-mat-fix (blockers 1a-1d) with a shortened packaged check (one launch, ...

DECISION 139

DECIDED (21:4x Nov 14, his answer 'Yes, start it' to: start the smoke flipbook renders on the second render seat now, options shown: Yes, start it | No, leave it idle). vfx smoke-flipbooks (Blender only, renders via render_offload's remote session) ...

DECISION 140

Cast screen preview plays the monster's roar then idles Stages cast-roar (ui, after fc-quality-row) and shop-check (integrator, test copy, after the package and fc-code-fixes), both for tomorrow's build

OPTIONS SHOWN

- Roar, then idle
- Play its opening as video); keep the Cast cards as they are (options ...
- Keep the cards); test every shop item (options shown: Yes, test every ...
- Not now

DECISION 141

'yes to all, get our FULL smash cut and devlog page so /smashcut and /smashcut/devlog uploaded, make it a full content browser in the mint green theme, with a table of contents' (asked: build the Glass Box page at mifshowcase.store/smashcut? options ...

WHAT MIFSOPO DECIDED (2/9)

SCENE 08

DECISION 143

build 2201 is 2.300 GiB, 107.5 MB over the 2.2 GiB gate, every other check PASS; push it now as is If itch fails to process it, cut (NNE plugins, MenuLoop.mp4, new env textures) and repackage

OPTIONS SHOWN

- Push now as is, recommended
- Cut first, then push

DECISION 144

'let jam stages work on the site branch directly - i approved that in the mifbridge section'. CLAUDE.md section 7 now has an exception: own worktree, Smash Cut paths only, never another session's worktree, no push or deploy. site-commit ...

DECISION 145

'it will need ALL of our wireframes, gif, before and afters, time lines, etc, ANYTHING to help us win glassbox'. site-glassbox resumed with scope = everything: all ~20,750 asset render files, all before/after pairs with their FAIL/FIX, all ...

DECISION 146

'remake the trailer real quick, and space out the poster work, and extend the splash at the end ... the posters kinda move a bit too quick'. devlog_capture trailer-v3: poster section ~1.5x longer with each VO line kept over its card, end splash +~4 ...

DECISION 147

the Smashies get their finale screens built on the existing finale code plus a confirm before buying With decision 137's rule, every shop-check failure is queued: ui shop-fixes-ui (finale, confirm, lens picker, Big screen row, Cast opening on the ...

OPTIONS SHOWN

- Build the finale
- Short title card); the lenses get a lens picker in the chair (options ...
- Take them out

DECISION 148

DECIDED (00:0x Nov 15, his answer 'Yes, queue it'; asked: queue a night package after the shop fixes? options shown: Yes, queue it | Wait till morning). integrator package-night on the test copy after shop-fixes-ui and shop-fixes-code, full packaged ...

WHAT MIFSOPO DECIDED (3/9)

SCENE 08

DECISION 149

'we have a full night to make full use of high quality renders improvements, etc, lets make absolute use of the second render seat, and go all around fixing anything that needs it, fix our wave to look better too thats on downtown'. Queued: ...

DECISION 150

every A and B row of design/qa/night_audit_d3.md is queued except his picks (rows 2, 9, 10, 24, 38) and the C rows. Blender now: fire-flipbooks, army-v2, wf-ne-facades (then dam-flanks, stadium-train); offline: night-code (cut-hit sounds first, for ...

DECISION 151

Briefing never auto-starts the take Queued gameplay_code picks-code (after night-code) and characters_animation pangoliath-leap (now); both feed package-rc

OPTIONS SHOWN

- No auto-start
- Auto-start after 45 s
- Keep 10 s); Pangoliath's cannonball leap opened so nothing passes ...
- Keep it); the take camera gets a wider shoulder offset (options ...

DECISION 152

map edges solid plus a bigger play area Queued level_lighting edges-level (first after writer-rebuild: collision on every edge actor on all three maps, the nearest ring of blocks walkable, a soft boundary, the ground fixes), gameplay_code ...

OPTIONS SHOWN

- Solid edges + bigger area
- Full 2-3x bigger maps
- Solid edges only); Pangoliath's special becomes a short steerable ...
- Keep as is

DECISION 153

a Downtown car-throw stunt (a 'throw a car into <building>' goal, a neighbour that falls with it, cars at Pangoliath's start, a three-quarter camera node that catches it) and a clapperboard marker (flashes when a goal is filmed, marks that clip in ...

DECISION 154

throw aim assist (soft lock on jets, helicopters, army units, the shot-list building, a lock reticle, the throw curves to it) first in pt0100-code; night-fx cuts nothing (3 h) and adds a monster rim-light readability pass; clapper-ui adds stronger ...

WHAT MIFSOPO DECIDED (4/9)

SCENE 08

DECISION 155

it was only in the Day 3 post. Added to the itch page (a 'Want to see everything fast?' line under How to play, saved and checked live), submission/HOW_TO_PLAY.txt (shipped next to the exe), the jam form's Gameplay instructions block in ...

DECISION 156

the release candidate is ready by 12:00-13:00, so package-rc starts by 10:00 ET at the latest with whatever is committed. Editor line capped and reordered: writer-rebuild, edges-level (2 h), night-ui (75 min), night-fx (2 h), stunt-level (30 min), ...

DECISION 157

level_lighting breakable-ring (90 min, right after edges-level) swaps every static building in the play area and the new walkable ring for the nearest existing breakable type, no new fracturing, frame-time guard 25% per map; night-fx trimmed to 90 ...

DECISION 158

devlog_capture site-v2 adds a 90-second 'start here' tour at the top of /smashcut/devlog, removes leftover draft gaps (TO ADD, missing links), features three development stories (building hit detection, the Waterfront water material, the opening ...

DECISION 159

level_lighting ground-pass (60 min, after breakable-ring): holes and missing ground first, then the wide empty plates between blocks get a real street layout or the blocks move in, then pavement material scale and colour, then far-roof variety. Paid ...

DECISION 160

the jam-form gameplay video is cut now by devlog_capture jam-video from our real in-game recordings (50-58 s, gameplay in frame 1, no voice) as the safe version, and his OBS recording from the final build replaces it if he records one ...

OPTIONS SHOWN

- Agent cut now + yours later
- Only my OBS recording); the night package goes to the second render ...
- Agent smoke run
- Skip

WHAT MIFSOPO DECIDED (5/9)

SCENE 08

DECISION 161

jam_video_v1 is not used; devlog_capture jam-video-final records new footage from the release-candidate content on the test copy right after package-rc and cuts 50-58 s, every shot checked for floating monsters; package-rc also checks every ...

DECISION 162

F becomes a rear-up two-fist slam with a 60 m shockwave (Ctrl keeps the burrow); Pangoliath's leap landing damages buildings it lands on; Sonic-Surge's flight goes through buildings breaking them (all in pt0100-code); the briefing arrows (still dead ...

DECISION 163

stunt-code starts now in its own sparse git worktree ([path], branch stunt-code) beside the main code lane; gameplay_code stunt-merge merges it after pt0100-code and compiles on the test copy; stunt-level waits for the merge. Still one writing ...

DECISION 164

DECIDED (02:5x Nov 15, his pick 'Remake both'; options shown: Remake both | Countryside only | Leave them), from the tree sheet: environment_props trees-v2 rebuilds the faceted countryside trees as real trees and makes game-ready LODs (20-40k LOD0, ...

DECISION 165

integrator asset-audit (review) looks at every placed asset's clay / wire / final renders and stats for crude stand-ins, over-dense non-Nanite meshes and broken renders, and writes up to three Blender job briefs; the coordinator queues them on the ...

DECISION 166

package-rc starts as soon as its dependencies finish (likely ~08:30-09:00), no waiting for 10:00; 10:00 stays the latest start. After it, work continues (his 02:4x rule) toward a later update.

WHAT MIFSOPO DECIDED (6/9)

SCENE 08

DECISION 167

the asset audit's three Blender jobs are queued on the render seat - country-v2 (the West countryside houses, shops, church, water tower, hedge), crew-v2 (the film crew vehicles and kit, army-v2 treatment), greens-v2 (the blob and cone trees inside ...

DECISION 168

the bluff cliff slabs (asset audit row 6) are rebuilt in Blender on MI_Cliff_Bluff's own inputs (environment_props cliff-slabs), imported (integrator cliff-import), and shipped in a package-final after the RC (test copy, after package-rc and ...

DECISION 169

after his note that many Glass Box images "are just kinda images", devlog_capture site-curate goes through every claimed image on the site: keep, replace with a frame or render that shows it, a chart from the measured numbers, or drop; never a ...

DECISION 170

every row of the worst-20 sheet goes in the final package. Rows 1-11, 15, 19, 20 were already remade and imported overnight; 12-14 in cliff-slabs (168); 16-18 (far-city tiles, Neon outskirt blocks: audit rows 8-9) in environment_props farcity-v2 + ...

DECISION 171

level_lighting ground-behind fills the empty asphalt plates outside the play box with far blocks, lots and a street grid, surfaces or hides the long grey slab, and adds his shot as a progress camera; into package-final.

DECISION 172

level_lighting map-audit-fix on 8950 after ground-behind audits all three maps (stand-in shapes and default materials, the play-box edge and walk-out tests, ground seams, floating actors, duplicates, untextured boxes, text) and fixes in order of ...

WHAT MIFSOPO DECIDED (7/9)

SCENE 08

DECISION 173

jam-video-final records wider RC footage (six monsters, three maps, specials, finale, shop), ranks every shot, and cuts both the 50-58 s jam-form video and a 2:00-2:45 best-shots gameplay reel (gameplay_best_final.mp4); 130-minute budget; he uploads.

DECISION 175

the submission target moves from 15:00 to about 16:00 ET so the final package (pt0830-ui, map-audit-fix, ground-behind, cliffs, far city, veg LODs) can land (~14:00) and be checked; the RC stays the fallback if package-final fails. Deadline ...

DECISION 176

integrator game-audit, read-only, on a copy of the RC exe after package-rc (~09:45-11:00): every screen and system a judge touches, ranked in design/qa/game_audit_d4.md with a fix list of what fits before 11:45; the coordinator queues those fixes ...

DECISION 178

devlog_capture jam-video-v3 after package-final on the final build: no console-triggered events, no painted frames, only the game's own inputs and camera; his own OBS recording of the final build, if he makes one, is the first source. Cut by 15:20. ...

DECISION 180

a hotfix round after package-final: gameplay_code hotfix-code (camera boom never shorter than the monster's body, CVar on; briefing / HUD / payout goals agree and the payout explains each goal; save-compat's fix if found), ui hotfix-ui (SOUNDTRACK ...

DECISION 181

Mifsopo records OBS gameplay of the final build on this PC after package-final's play-through; jam-video-v3 cuts from his footage (no agent recording), started by the coordinator when he is done.

WHAT MIFSOPO DECIDED (8/9)

SCENE 08

DECISION 182

the two IN PRODUCTION shop rows (Drone Camera, Other Cities) are removed (gameplay_code hotfix-code-2) and Embankment_South's collision is turned off on all three maps (level_lighting hotfix-level); both go into package-hotfix, the build he submits ...

DECISION 184

the site is deployed once, after site-day4 lands (smashcut-glassbox-5 = curated pictures + Day 4); the coordinator forwards his go, quoted, to the release session with the commit id and media lists.

DECISION 188

DECIDED / queued (12:4x Nov 15, his words: "some lag when clicking cast trying to load maps, would adding a loading screen in the middle help", "our downtown ground is still a bit off with stopped roads", "splice together the perfect 60 sec video, ...

DECISION 196

no early push of the final build 1134; the next itch push is the hotfix (or 1134 if the hotfix fails its check), on his OK after package-hotfix's verdict (~15:45).

DECISION 198

package-hotfix waits for three level_lighting polish stages on 8950, one per map with hard caps (Waterfront 35, Neon 30, City 25 min): lots, yards and courts in the empty blocks, the Waterfront bridge plaza and quay, the Neon stadium plaza and the ...

DECISION 199

devlog_capture jam-video-sfx rebuilds the sound of v4's 11.3 s of agent shots from the game's own sound files, placed frame by frame on the events and mixed at his game sound's level; the shot list says the sound is placed by hand, not recorded live.

WHAT MIFSOPO DECIDED (9/9)

SCENE 08

DECISION 204

one final build carrying the map polish, the UI polish list (backlog-ui, 45 min cap, before the package), Neon's ring lanes (folded into polish-neon) and the Blender pieces (backlog-env, then backlog-env-import, 25 min cap); new-behaviour code ...

DECISION 207

the one site deploy (184) ships smashcut-glassbox-7 (244c166a1, stacking glassbox-4 to -7); the coordinator forwarded his words to the release session (Version 1.3 release prep) with the branch and media lists.

DECISION 211

smashcut-glassbox-8 (8f18b8167, asset browser shows only existing looks; per-file thumbnail tokens) forwarded to the release session for a code-only deploy.

DECISION 214

no push of 1541 now; the next push is the update build (package-fix2, ~20:00) if its check passes, else 1541. Fallback cutoff set by the coordinator: if package-fix2 has no PASS verdict by 20:15 ET, push 1541 (on his OK) so itch processes it before ...

DECISION 215

build 1541 pushed to mifsopo/smashcut:windows as day4-1541 (29 files, 2.54 GB; Engine/Saved runtime config moved to [path] first). The update build replaces it later if it passes.

SCENE 09

FAILURES AND FIXES

181 FAIL lines in Day 4's journal entries to 15:15; 8 of them, picked across the lanes, with their before and after captures.



FAILURES AND FIXES

SCENE 09



BEFORE



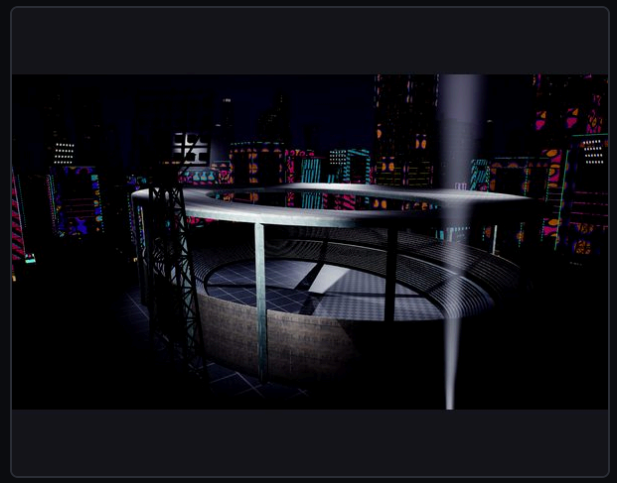
AFTER

03:05 ET / ENVIRONMENT PROPS

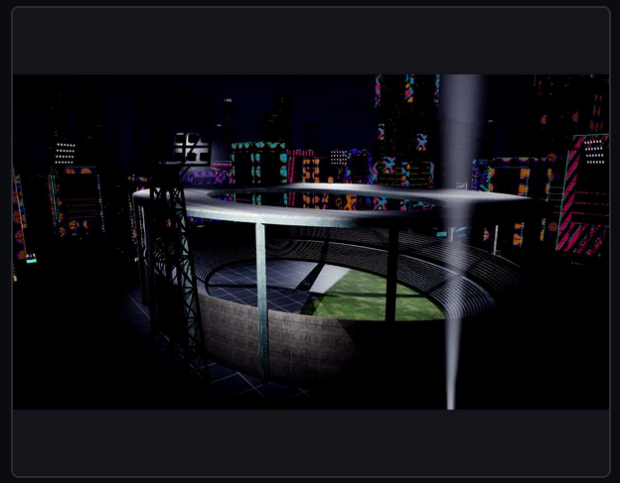
ARMY-V2 (NIGHT AUDIT D3 ROWS 8 AND 28, BRIEF B2): THE FIVE ARMY ...

FAIL `render_still` SM_ArmyJet (d4 01:59): the jet rendered flat light grey: its paint slots are the jet's own MI_Jet_HullTop / _HullBottom, which the slot -> bake-role map did not list, so every face baked as flat tint

FIX `render_still` MI_Jet_HullTop / _HullBottom mapped to the camouflage role (HullBottom only on the jet: the helicopter's missiles share that slot and keep their MI); jet re-baked and re-exported



BEFORE



AFTER

07:04 ET / INTEGRATOR

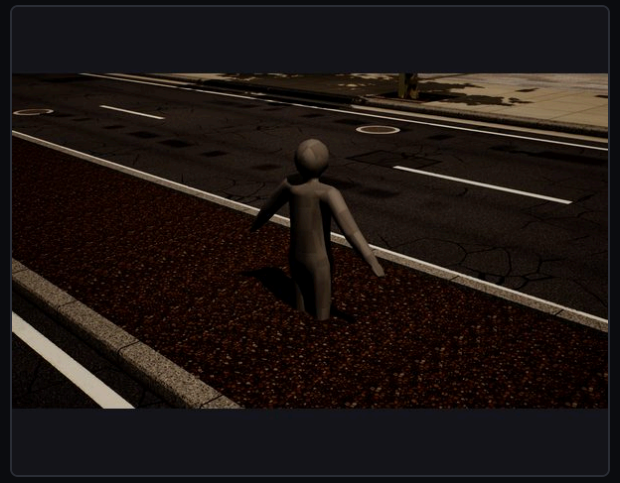
NIGHT-IMPORTS: TONIGHT'S BLENDER OUTPUT MERGED INTO THE GAME - NEW ...

FAIL `replace_material_in_level` MI_Turf -> MI_LM_Pitch on GC_LM_Stadium: the whole pitch drew as the grey grid (still so 25 s later)

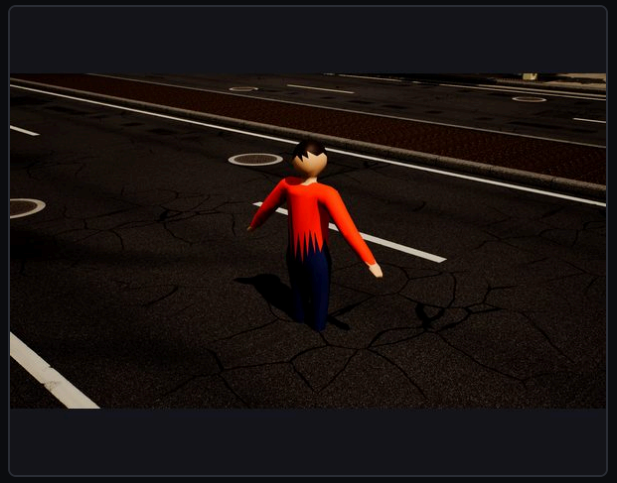
FIX `replace_material_in_level` MI_LM_Pitch -> MI_Turf: back to tonight's look (left half grid, right half turf)

FAILURES AND FIXES

SCENE 09



BEFORE



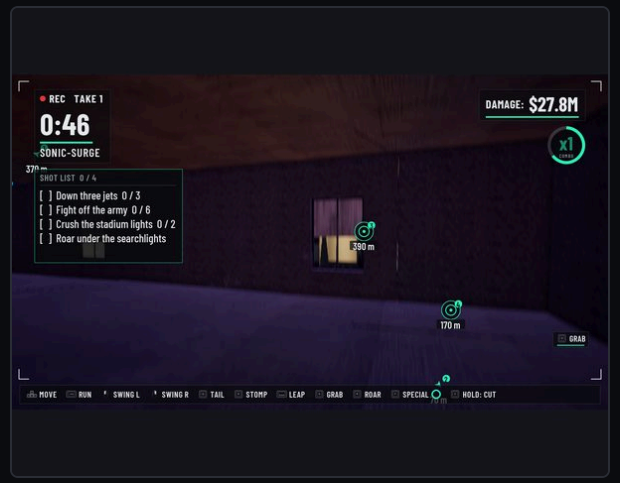
AFTER

07:04 ET / INTEGRATOR

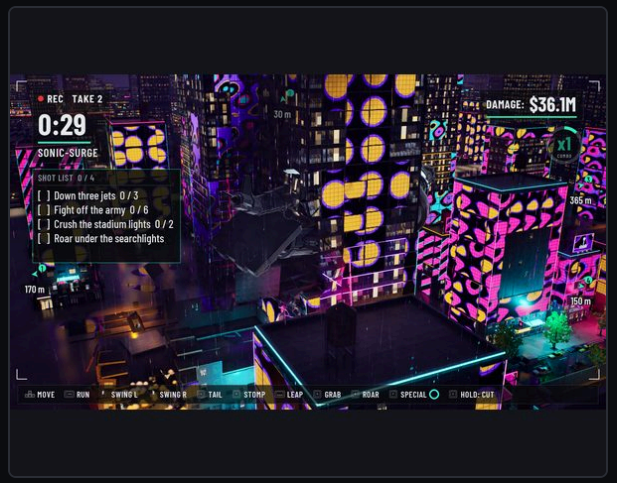
NIGHT-IMPORTS: TONIGHT'S BLENDER OUTPUT MERGED INTO THE GAME - NEW ...

FAIL `capture_camera` SK_Civilian_Average drew the engine's grey default material: M_JamMaster had bUsedWithSkeletalMesh False

FIX `set_property` M_JamMaster bUsedWithSkeletalMesh True, recompile_material, saved: the outfit colours draw



BEFORE



AFTER

13:55 ET / DEVLOG CAPTURE

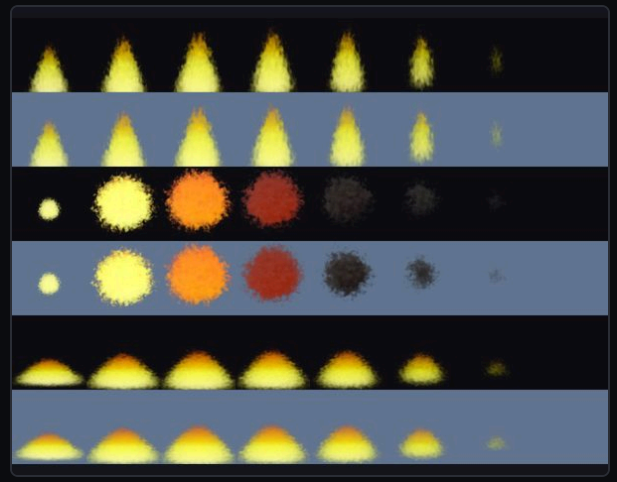
JAM-VIDEO-V4: SONIC-SURGE'S THUNDERCLAP OPENS THE JAM VIDEO, FOUR NEW ...

FAIL `pie_record` ss_b1 the game's take camera followed the hover-dash into tower A04: from 0.6 s the frame is inside the tower (ss_a1 the same, log "Camera: INSIDE broken building A03")

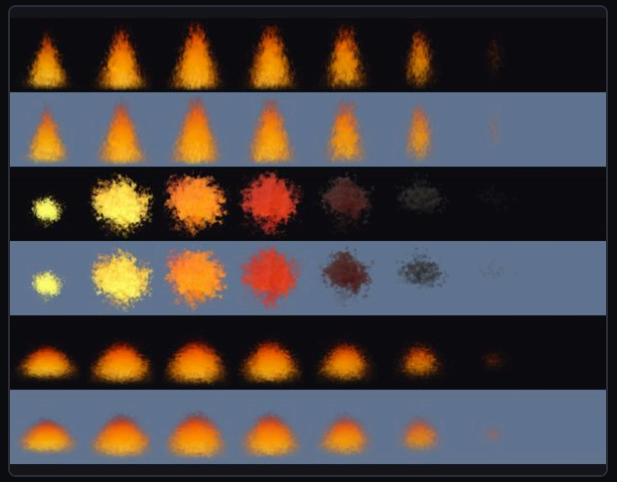
FIX `pie_record` ss_open2 the same leap through A04 from a camera placed 82 m up beside it: the burst in frame, no frame in a wall

FAILURES AND FIXES

SCENE 09



BEFORE



AFTER

01:36 ET / VFX

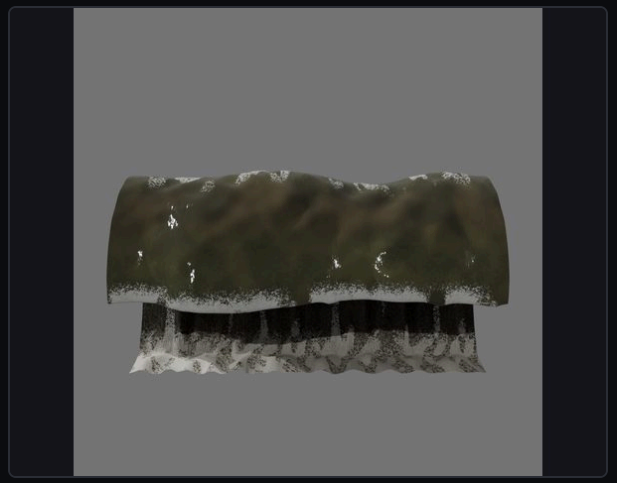
FIRE-FLIPBOOKS: THREE 8X8 FIRE FLIPBOOK SHEETS (FLAME, FIREBALL, ...

FAIL `render_animation` the first test drew saturated yellow blobs, smooth cones and a round ball with no tongues, small in the cell.

FIX `run_python` lower shape gain, coarser stronger detail noise stretched in z and scrolled upward, heat gain and emission retuned (two test rounds).



BEFORE



AFTER

03:27 ET / ENVIRONMENT PROPS

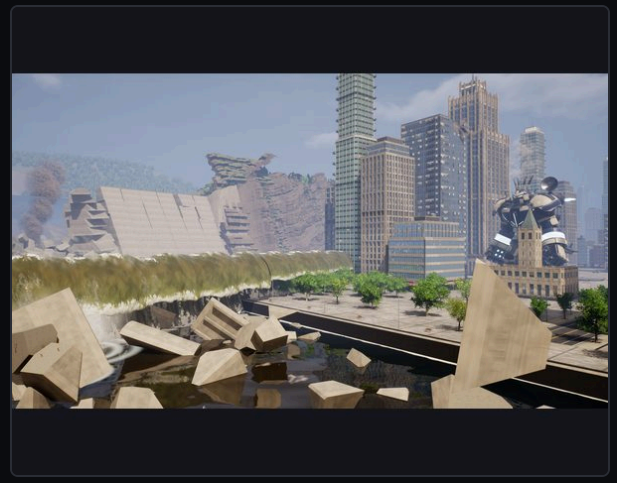
WAVE ART V2: THE DOWNTOWN FLOOD WAVE AT HERO QUALITY (A THICKER CURL, ...

FAIL `render_still` SM_Tsu_Crest_40m look (d4_0114): the textured crest read as snow on a dark mountain (white foam streaks over the outer lip), the toe as black-and-white cow print, the lower face near black, the ripple normal as sandpaper

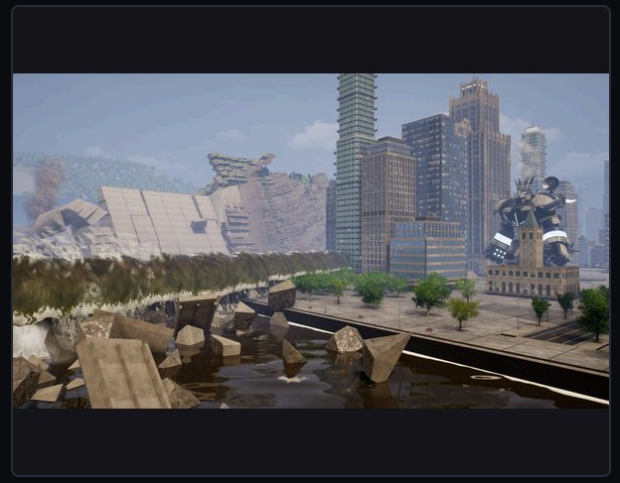
FIX `render_still` atlas v2c-e: foam film instead of white patches, the toe filled with whitewater over muddy water, lighter face, flow-aligned ripples at a quarter strength, a glassy outer lip (final d4_0253, atlas 03:09)

FAILURES AND FIXES

SCENE 09



BEFORE



AFTER

06:28 ET / VFX

WAVE-FX-V2: THE DOWNTOWN FLOOD WAVE AS MUDDY WATER, REAL SPRAY AND ...

FAIL `capture_viewport` look 1 (trailer camera, 8.1 s): the subsurface tint (a 0.2 floor everywhere, amount 0.7) glowed olive over the whole sunlit crest, the veil spray was invisible from the trailer camera, the thrown blocks were flat beige

FIX `add_material_expression` TsuSSS on the lip only (vertex B), SSSAmount 0.4, SSSColor #4A4E30, DeepColor #2E281C; spray opacity 1.2-1.8 with emissive lift; GC_LM_Dam Materials[5] -> MI_Tsu_DamConcrete



BEFORE



AFTER

05:08 ET / VFX

NIGHT-FX: THE BROKEN BRIDGE'S CHECKER, WHITE GUNSHIPS, EVERY FIRE, A ...

FAIL `create_geometry_collection` GC_LM_Bridge_C1 (built d3_1537) carried one material, WorldGridMaterial: the Waterfront bridge drew the engine checker, intact and broken

FIX `create_geometry_collection` GC_LM_Bridge_C2 from the re-imported pieces after assign_materials_by_slot_prefix (663 slots), swapped onto GC_LM_Bridge

SCENE 10

THE CITY OVER THE DAY

The same progress cameras, captured at the end of every editor stage.



DOWNTOWN OVERVIEW OVER DAY 4

SCENE 10



00:45 ET



02:32 ET



05:03 ET



07:24 ET



08:56 ET



10:30 ET



12:19 ET



14:01 ET



15:07 ET

DOWNTOWN OVERVIEW

The bluff gains its crest forest overnight, the plaza's paving and the ground behind the city fill in, and from 13:1x the floor between the towers turns from one flagstone field into streets, lots and yards.

The capture routine shoots every progress camera at the end of every stage that held the editor. These are 9 of this camera's 50 distinct, fully drawn Day 4 captures up to the cut; captures taken before the map had finished drawing are left out.

NEON OVERVIEW OVER DAY 4

SCENE 10



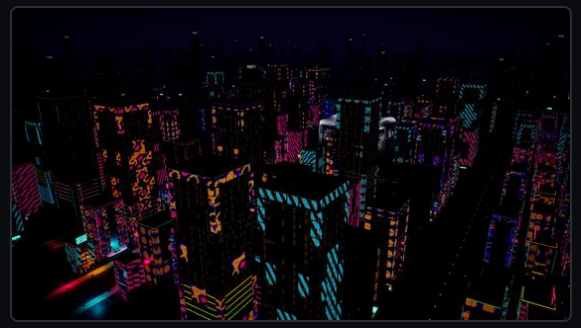
01:04 ET



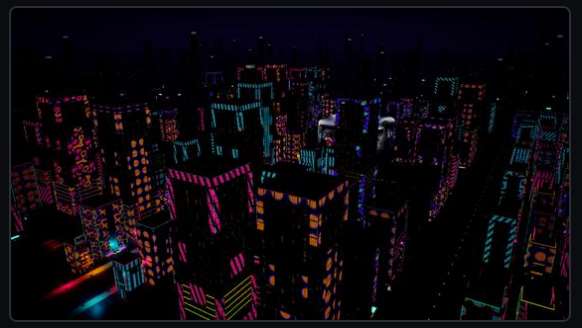
02:07 ET



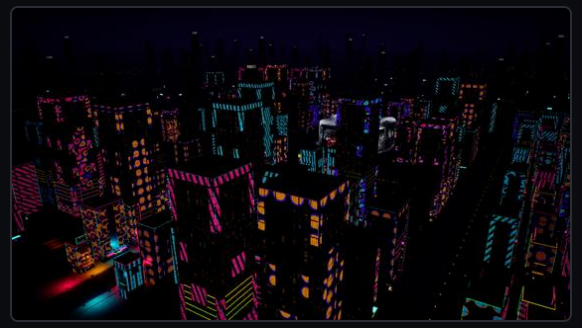
02:45 ET



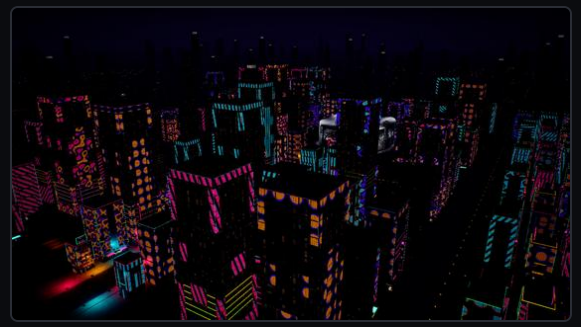
03:25 ET



05:55 ET



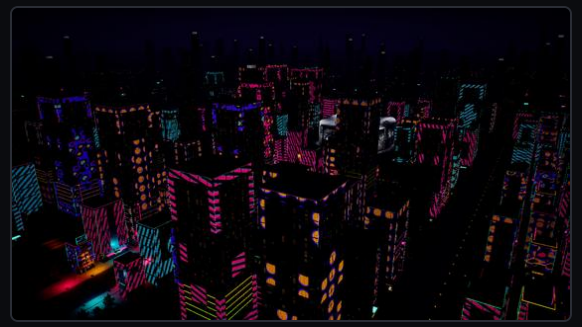
09:41 ET



10:17 ET



13:43 ET



14:40 ET

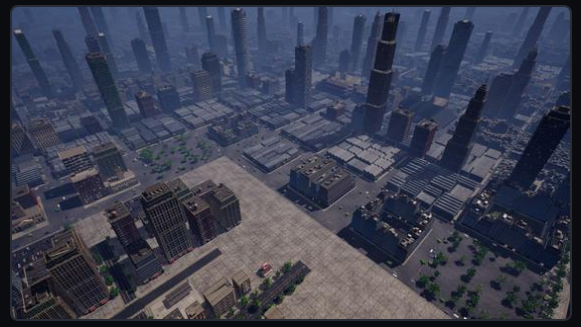
NEON OVERVIEW

A dark field with a few lit towers around the stadium fills with neon-clad towers and far-city blocks; the ground between them is rebuilt in the morning and again in the afternoon polish.

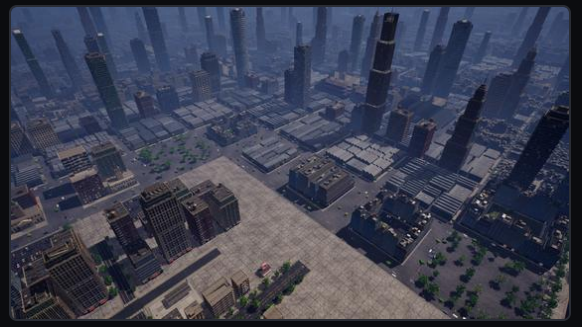
The capture routine shoots every progress camera at the end of every stage that held the editor. These are 9 of this camera's 17 distinct, fully drawn Day 4 captures up to the cut; captures taken before the map had finished drawing are left out.

BEHIND DOWNTOWN OVER DAY 4

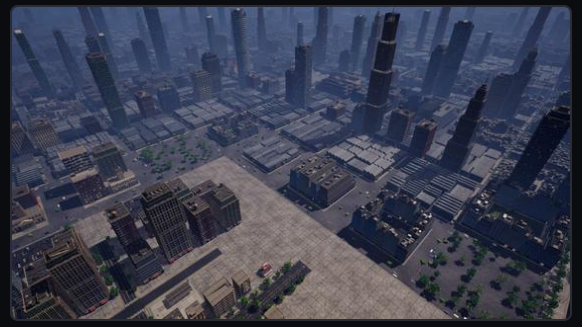
SCENE 10



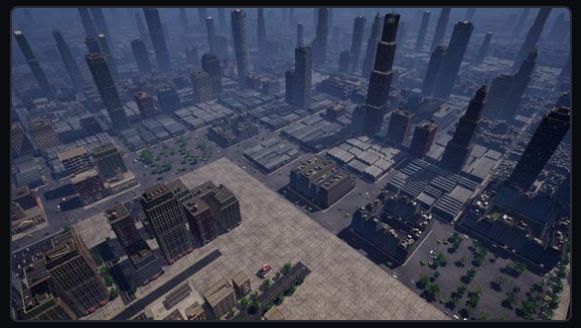
08:56 ET



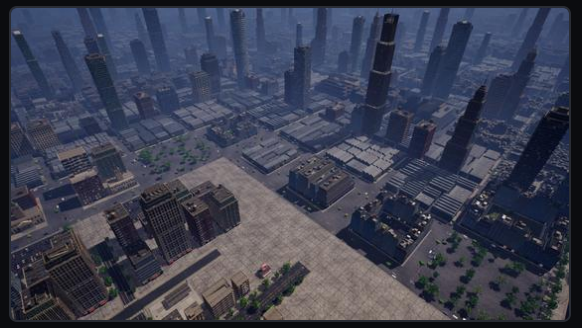
09:51 ET



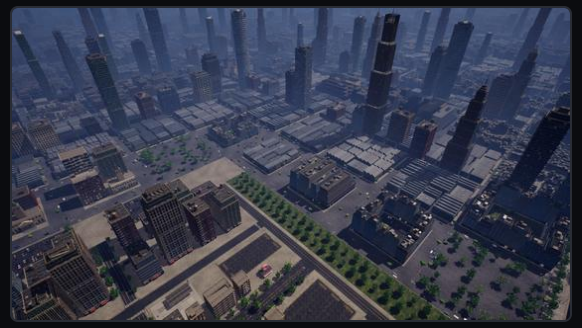
10:18 ET



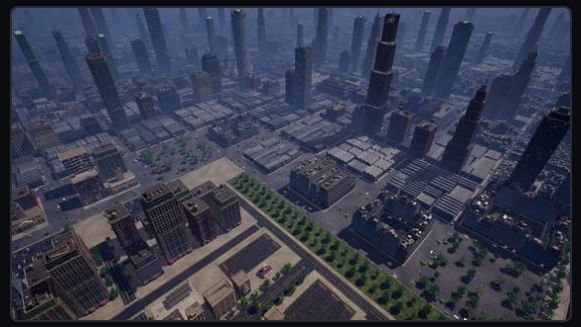
11:31 ET



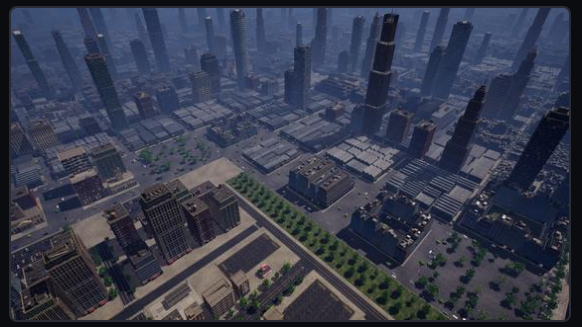
12:19 ET



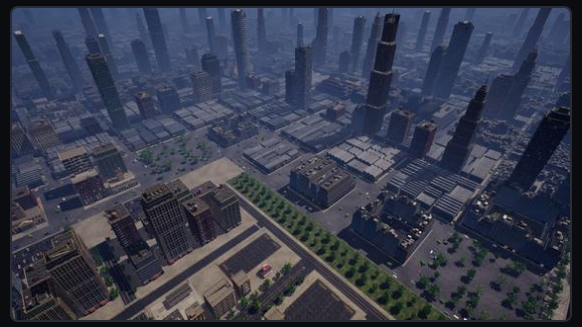
13:38 ET



14:01 ET



14:24 ET



15:07 ET

EDGE DOWNTOWN BEHIND

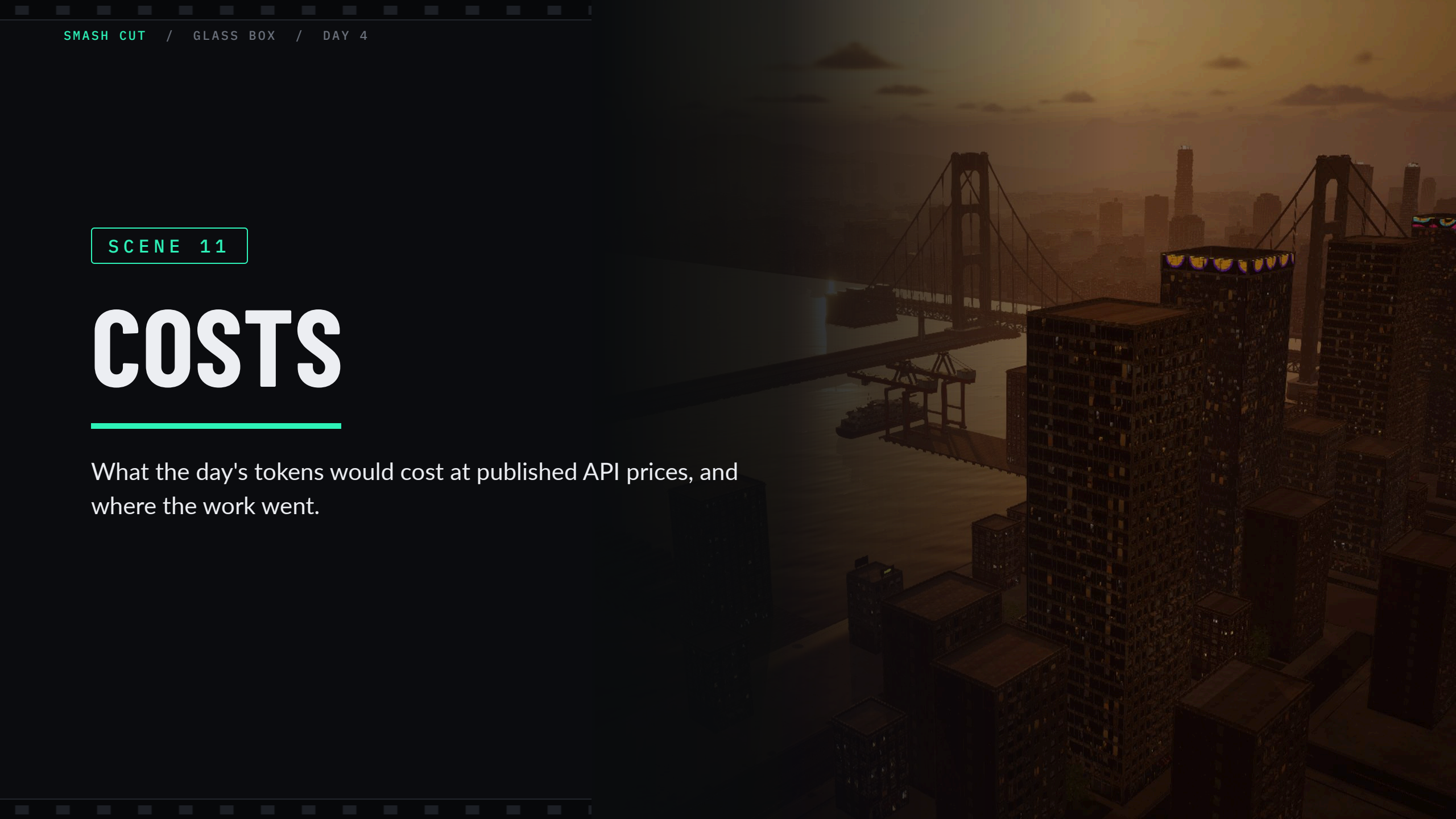
Mifsopo's “ton of bad ground” behind Downtown (171): a flat grey plate becomes low-rise blocks, tree parks and streets out to about 2.2 km.

The capture routine shoots every progress camera at the end of every stage that held the editor. These are 9 of this camera's 25 distinct, fully drawn Day 4 captures up to the cut; captures taken before the map had finished drawing are left out.

SCENE 11

COSTS

What the day's tokens would cost at published API prices, and where the work went.



WHAT IT COST

SCENE 11

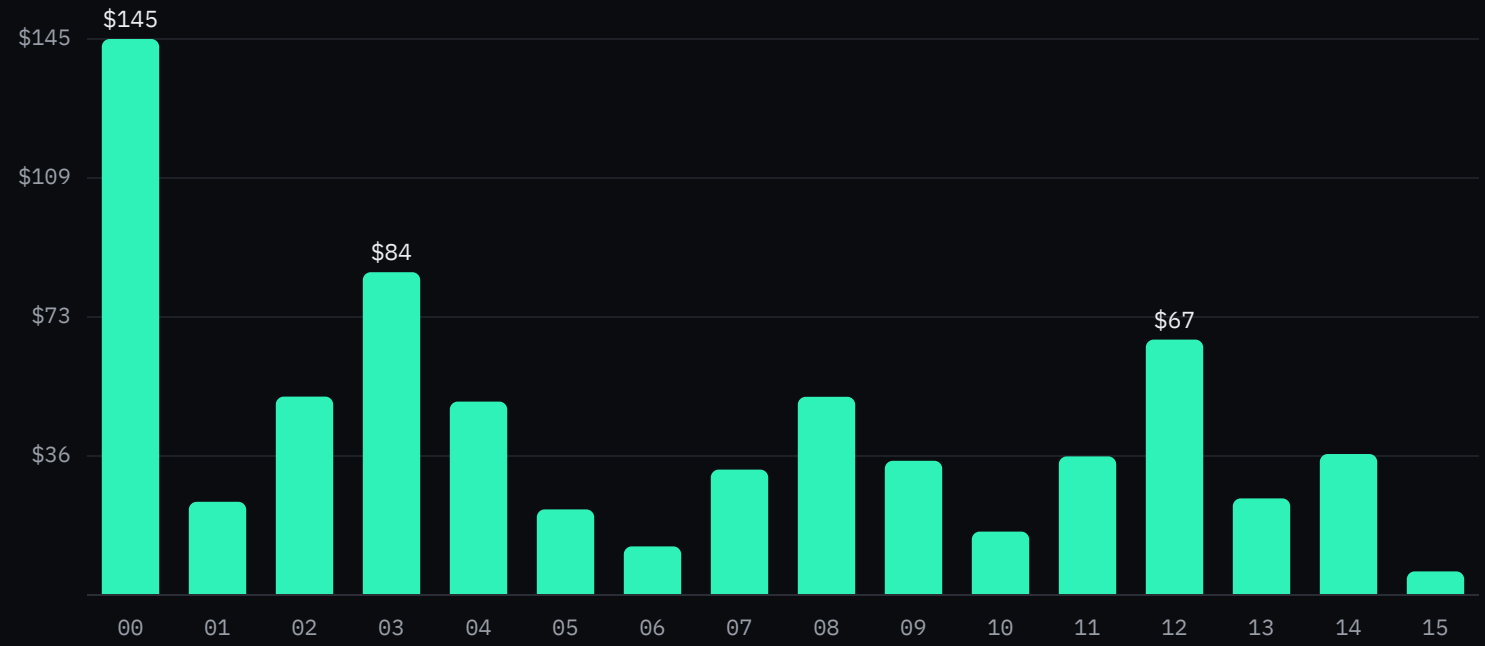
$700

API-RATE EQUIVALENT, DAY 4
00:00-15:15 ET

What the same tokens would cost at Anthropic's published per-model API prices. Mifsopo works on a flat plan, so this is not money spent. Computed by scripts/devlog_build.py from each stage's logged tokens.

Partial: 7 stage(s) ended without a final token count or are still running (their share is a lower bound), among them the hotfix package; this book's own stage started at the cut and is not counted.

API-RATE EQUIVALENT BY THE HOUR THE STAGE STARTED (ET)



$643.50
CLAUDE-OPUS-5-5
8,286 REQUESTS

$49.78
CLAUDE-FABLE-5-2
298 REQUESTS

$6.25
CLAUDE-SONNET-5-5
228 REQUESTS

WHERE IT WENT

SCENE 11

API-RATE EQUIVALENT BY LANE (DOLLARS)



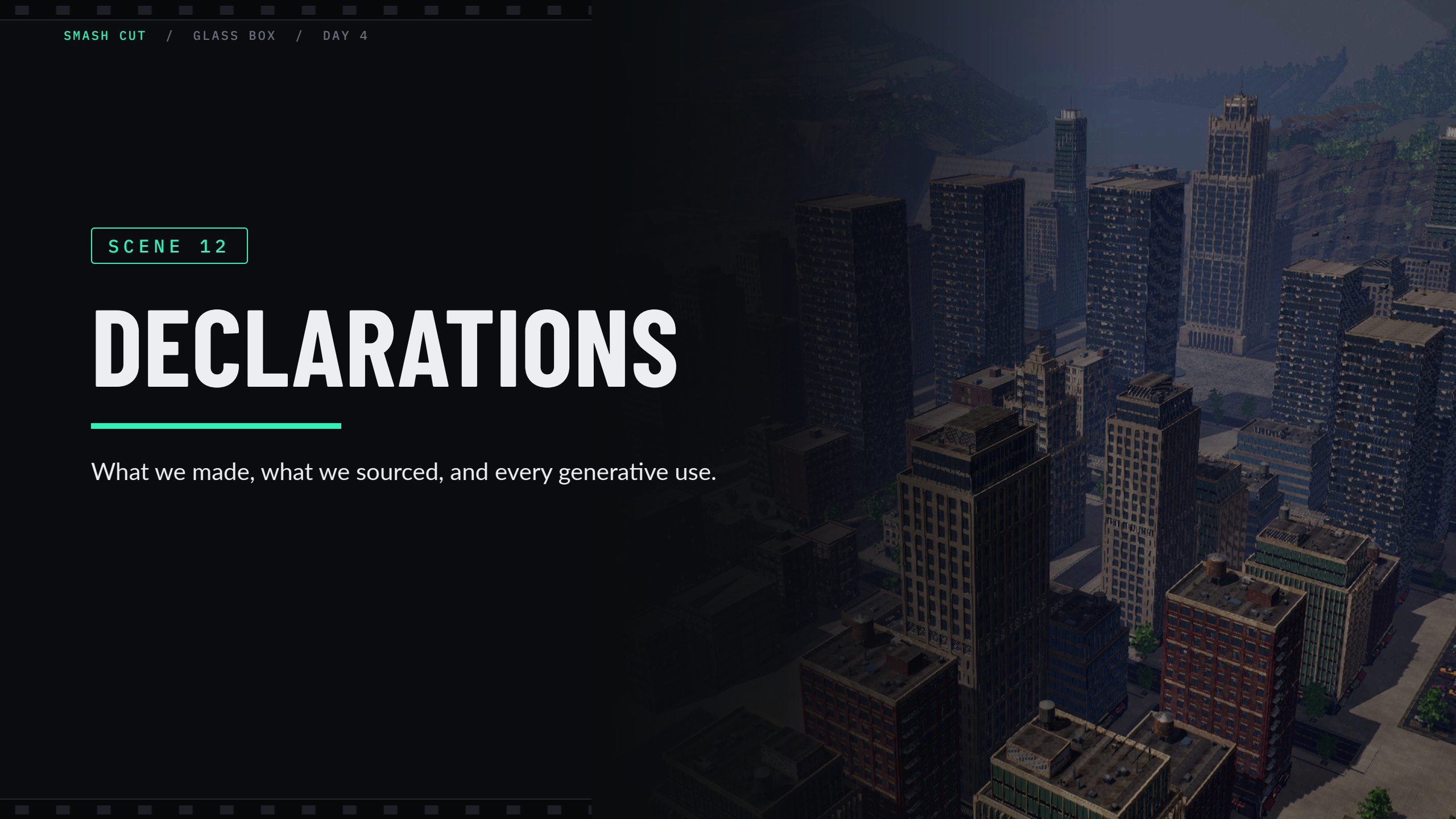
LANE	STAGES	REQUESTS	OUTPUT TOKENS	AGENT TOOL USES	API-RATE EQUIV.
environment props	16	1,734	1,597,826	1,918	$150.60
integrator	19	1,594	1,084,962	1,811	$134.10
devlog capture	18	1,546	1,413,585	2,068	$124.75
level lighting	15	1,278	1,155,405	1,400	$94.66
gameplay code	10	906	761,738	1,005	$80.34
ui	8	905	581,977	957	$54.66
vfx	3	548	436,016	591	$44.95
characters animation	4	192	49,398	205	$8.72
audio music	1	109	87,312	117	$6.74
all lanes	94	8,812	7,168,219	10,072	**$699.53**

Agent tool uses are the agent's own steps; one script run can make thousands of Unreal or Blender calls. Call logs for Nov 15 up to 15:15 ET: 81,629 bridge calls (Unreal) and 87,664 Blender ops, counted from the logs. The two counts differ by orders of magnitude and are not meant to match.

SCENE 12

DECLARATIONS

What we made, what we sourced, and every generative use.



DECLARATIONS

SCENE 12

MADE DURING THE JAM

By Claude Code AI agents directed by Mifsopo: the code, models, textures, animations, levels, UI, effects, and the sound design built from the sourced sounds below. Every model is built in Blender with our own scripts. No generated mesh, image or texture is in the game.

SOURCED ASSETS (DECLARED, NOT SCORED)

Ultra Dynamic Sky (Fab). Sound and music from Mifsopo's Audio Hero / Humble Bundle packs (the jam video and the reel use two tracks from his own picks). 71 sound effects from We Love Indies (Dynamedion) and the premiere crowd reactions from the same library, credited as text. Keyboard, mouse and gamepad button glyphs from an Input Icon Pack (no platform logos). Fonts: Barlow Condensed and IBM Plex Mono (SIL OFL 1.1); Roboto (engine font).

GENERATIVE TOOLS

The B-movie one-sheets' taglines, billing lines and invented cast and crew were written by an AI agent (the titles drafted by an AI agent and picked by Mifsopo); the poster art is a render of our own models. Pangoliath's roar and the low layer of the giant footsteps are takes from Mifsopo's Audio Hero sound-effect generator. The first music sketch was written by an AI agent in REAPER. The trailer's voiceover (Day 3) is an AI voice made with ElevenLabs by Mifsopo from a script written by an agent; trailer only, the game has no voice. Nothing generative was added on Day 4: no Nov 15 journal entry up to the cut has a GENERATIVE line other than “none”. The jam video's agent shots carry sound placed by hand from the game's own sound files.

PREPARED BEFORE THE JAM

Tools only (rules 7(h)): MifBridge and MifBlender (Mifsopo's own Unreal and Blender tools), the stage runner, generator and helper scripts, prompts and agent setup. No game content was made before 12:00 AM ET Nov 12.

NOT USED

No MetaHumans. No logos except the Unreal Engine logo (the game's own splash card and cold open, the videos' end cards). The startup splash carries no logo. One trademarked look name found by the whole-game audit in a tutorial picture was re-shot out of the game.

UNREAL ENGINE

Smash Cut uses Unreal® Engine. Unreal® is a trademark or registered trademark of Epic Games, Inc. in the United States of America and elsewhere.
Unreal® Engine, Copyright 1998 – 2026, Epic Games, Inc. All rights reserved.

THAT'S A WRAP

DAYS 1 TO 3 ARE IN THEIR OWN BOOKS

This styled book picks representative pages for Day 4 up to 15:15 ET on Nov 15. The styled Day 1, 2 and 3 books tell the first three days; the full Glass Box book (Days 1-4) has every stage with its model and token cost, every tool-call count, every failure with its fix, and every render and capture.

Pictures carry their own capture times. Feel, look and sound are Mifsopo's to judge; the agents check only what can be measured. Smash Cut is made by Mifsopo with Claude Code agents, in Unreal Engine 5.8 and Blender, for Epic MegaJam 2026.

SMASH CUT / PLAY THE MONSTER / DIRECT THE MOVIE