EPIC MEGAJAM 2026 / DEV LOG

GLASS BOX

THE DAY 4 SUMMARY

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

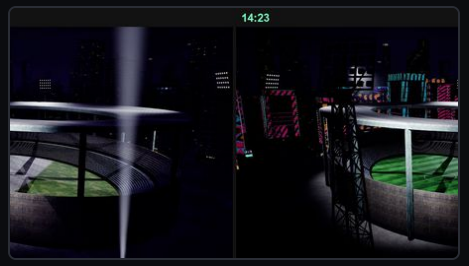
53
DECISIONS HE MADE (DECIDED LINES, 136-215)

374
RENDER JOBS ROUTED, 243 TO THE SECOND SEAT

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



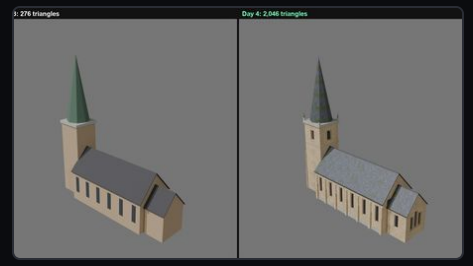
DOWNTOWN PLAZA



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.

TWO FAILURES, TWO FIXES

TAKE 03



BEFORE



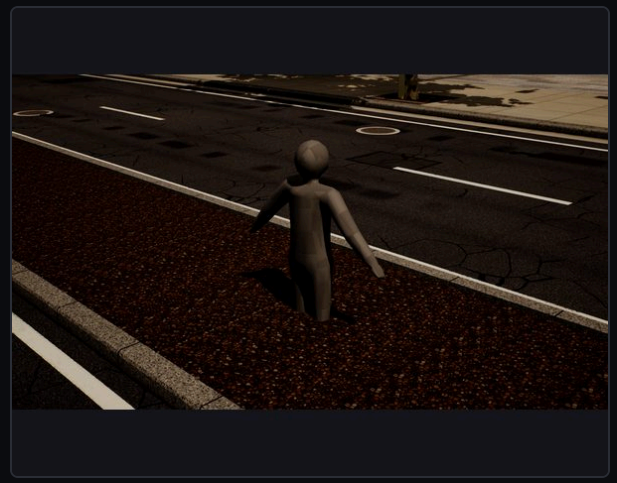
AFTER

03:05 ET / ENVIRONMENT PROPS

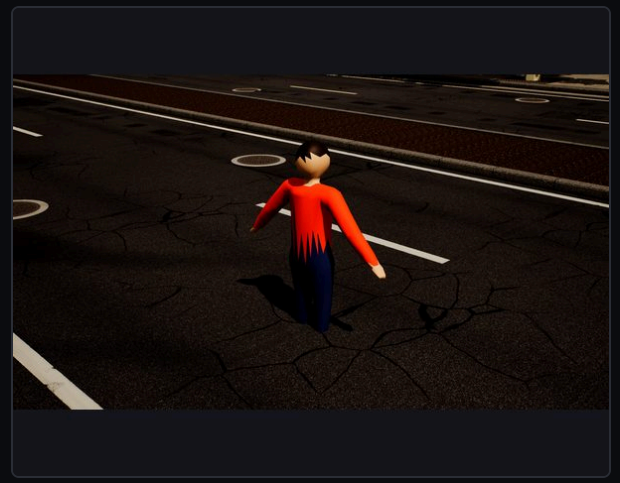
ARMY-V2 (NIGHT AUDIT D3 ROWS 8 AND 28, BRIEF B2): THE FIVE ARMY ...

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 ...

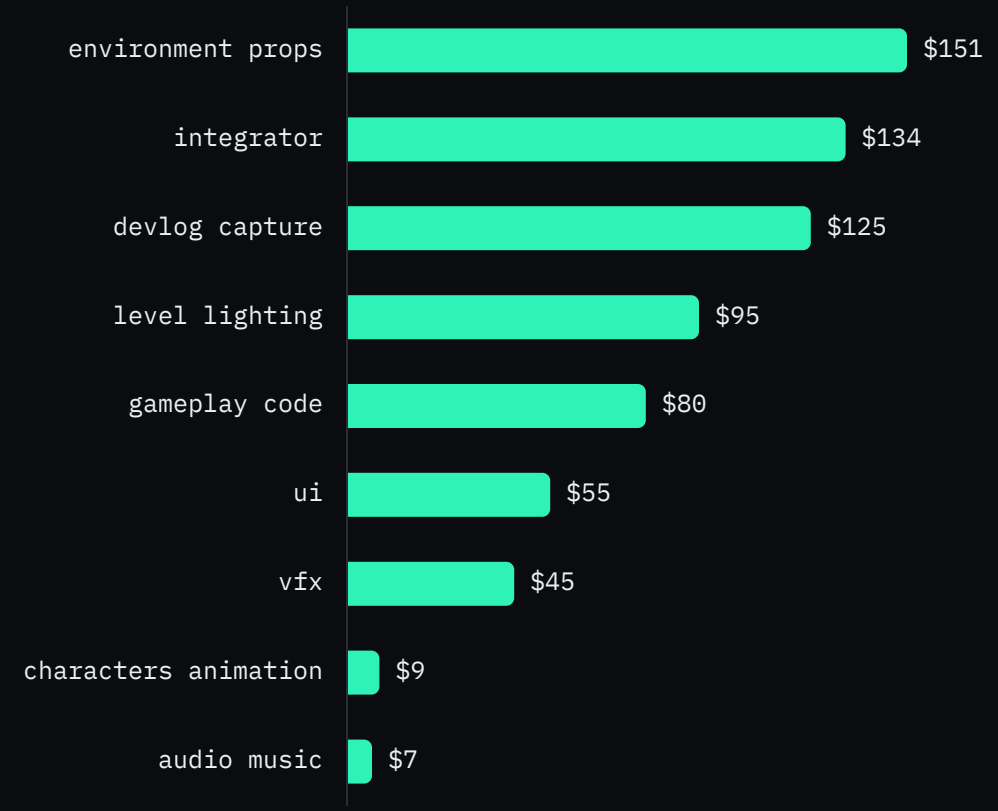
FAIL `capture_camera` SK_Civilian_Average drew the engine's grey default material: M_JamMaster had bUsedWithSkeletalMesh False

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

COSTS AND DECLARATIONS

TAKE 04

API-RATE EQUIVALENT BY LANE, 00:00-15:15 ET (DOLLARS; TOTAL $699.53)



The logged tokens at Anthropic's published API prices; Mifsopo works on a flat plan, so this is not money spent. scripts/devlog_build.py. Partial: 7 stages without a final token count or still running.

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.

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The styled Day 4 book (55 pages) shows the picks: his notes, the last night, six audits, the map before and after, the night's assets, the final build and the hotfix round, the jam video and the site, decisions 136-215, failures with fixes, the cameras over the day and the costs. The hotfix build was not finished at the cut.