

# 4.2 Flightpath COS — State Machine & Proof Gates

Version: v1.0

Status: Canonical / Implementation-Ready

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Applies To: Flightpath COS v3.0, GARVIS, Telauthorium, MOSE, TELA, ECOS

Effective: Immediate

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## Purpose

This document converts Flightpath COS from an operating language into an executable state machine.

It defines:

- State transitions (phases)
- Required proofs per transition
- Mandatory artifacts per phase
- Block conditions and failure states

No phase may be skipped.

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## Canonical States

Flightpath COS enforces the following states:

1. SPARK
2. BUILD
3. LAUNCH
4. EXPAND
5. EVERGREEN

## 6. SUNSET (terminal)

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# Global Transition Rules (Non-Negotiable)

- Every state requires a TID
  - Every transition requires a human TAID decision event
  - Rights clarity must be validated by Telauthorium before LAUNCH or beyond
  - Proof failure blocks transition
  - All transitions are logged to the Audit & Event Ledger
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# State Requirements & Proof Gates

## 1) SPARK

Intent: Capture creative intent without premature execution.

Required Artifacts:

- Concept statement (Artifact Object)
- Initial intent scope (Artifact Object)

Required Proofs:

- TID created
- Human TAID assigned as owner
- Authorship event recorded

Allowed Actions:

- Ideation
- Outline
- Internal review

Blocked Actions:

- Public release
- External commitments

- Rights-based licensing
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## Transition: SPARK → BUILD

Required Proofs:

- Build scope defined
- Contributors identified (at minimum planned)
- Resource reality check initiated

Blocking Conditions:

- Missing TAID owner
  - Missing TID
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## 2) BUILD

Intent: Translate intent into form.

Required Artifacts:

- Working draft(s) or prototype
- Contributor list + scope
- Feasibility note (cost/time/constraints)

Required Proofs:

- Contributor attribution logged
- Phase owner TAID confirmed
- Preliminary rights posture noted (not necessarily cleared)

Allowed Actions:

- Drafting
- Prototyping
- Internal iteration

Blocked Actions:

- Public release
  - Binding external deals
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## Transition: BUILD → LAUNCH

Required Proofs:

- Rights cleared in Telauthorium
- Authority confirmed for release
- Execution plan exists (high-level)

Blocking Conditions:

- Rights unclear
  - Provenance break detected
  - Missing decision event
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## 3) LAUNCH

Intent: Commit to public or partner-facing reality.

Required Artifacts:

- Release-ready asset(s)
- Rights clearance record
- Launch execution plan

Required Proofs:

- Telauthorium rights state validated
- Compliance & Legal Guardrail passed (if applicable)
- Decision event recorded for launch authorization

Allowed Actions:

- Public release
- Partner presentation

- Controlled distribution

Blocked Actions:

- Unapproved scope changes
  - Rights mutation without new decision event
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## Transition: LAUNCH → EXPAND

Required Proofs:

- Performance signals recorded (metrics or qualitative)
- Expansion intent defined
- Drift check passed

Blocking Conditions:

- Drift unresolved
  - Missing performance evidence
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## 4) EXPAND

Intent: Scale reach without drifting intent.

Required Artifacts:

- Expansion plan
- Licensing posture (if applicable)
- Updated resource model

Required Proofs:

- Integrity checks passed
- Rights constraints maintained
- Monetization and risk review completed (where applicable)

Allowed Actions:

- Licensing negotiations

- Distribution expansion
- Additional formats

Blocked Actions:

- Uncontrolled mutation
  - Out-of-scope licensing
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## Transition: EXPAND → EVERGREEN

Required Proofs:

- Evergreen strategy defined
- Stewardship owner assigned
- Archival rules set

Blocking Conditions:

- No stewardship owner
  - No archival rules
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## 5) EVERGREEN

Intent: Preserve value over time.

Required Artifacts:

- Evergreen playbook
- Stewardship assignment
- Renewal triggers

Required Proofs:

- Rights and provenance stable
- Renewal rules recorded

Allowed Actions:

- Renewals

- Re-releases under rights
- Controlled adaptations

Blocked Actions:

- Orphaning
  - Silent changes
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## Transition: EVERGREEN → SUNSET

Required Proofs:

- Sunset rationale recorded
- Final rights state logged
- Archival lock confirmed

Blocking Conditions:

- Rights ambiguity
  - Missing archival lock
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## 6) SUNSET (Terminal)

Intent: Close responsibly.

Required Artifacts:

- Final archive record
- Final rights state

Required Proofs:

- Ledger closure event

Allowed Actions:

- Read-only access
- Audit review

Blocked Actions:

- Any mutation
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## Failure States & Blocks

Flightpath transitions are blocked if any of the following occur:

- Missing TID
- Missing human TAID decision event
- Rights unclear (LAUNCH+)
- Provenance chain break
- Compliance block
- Completion gate failure

Blocks must be logged as Enforcement Events.

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## Logging Requirements

Every state entry and transition must produce:

- Decision Event (human TAID)
  - Rights Event (when applicable)
  - Enforcement Event (if blocked)
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## Canon Lock

This document defines Flightpath COS State Machine & Proof Gates v1.0.

Any change requires a new version, founder authorization, and a published delta log.