MVP (Master Validation Program) Documentation

Master Validation Program Guide

N4S — Luxury Residential Advisory Platform

Contents: Overview • Workflow • Gates & Validation • Reference

1. Overview

What is MVP?

The Master Validation Program (MVP) is your adjacency validation tool. It ensures the spatial relationships in your home design protect what matters most: family privacy, acoustic comfort, and seamless operations. MVP uses your lifestyle inputs from KYC and space requirements from FYI to validate your custom mansion program before expensive design decisions are made.

Think of MVP as a pre-flight checklist for your home. Just as pilots verify critical systems before takeoff, MVP verifies that your room relationships won't create conflicts that are costly to fix later.

Primary Outcomes

- **Validated Adjacency Matrix**

A verified map of room relationships protecting privacy and operational flow

- **Red Flag Detection**

Early identification of critical conflicts before expensive redesigns

- **Bridge Recommendations**

Suggested transition spaces solving circulation and acoustic challenges

- **Module Scores**

Quantified performance metrics for each area of your home

What's Included

Feature	Count	Description
Validation Modules	8	Each contributes to overall validation score
Layout Questions	10	Personalization decisions shaping adjacency requirements
Critical Red Flags	5	Must-resolve violations compromising function
Operational Bridges	5	Recommended transition spaces for circulation optimization

2. Workflow

MVP Validation Workflow

Complete these steps to validate your mansion program. The goal is to lock your adjacency logic early—before schematic design.

> Prerequisites: KYC (operating model, privacy posture, staffing, entertaining) and FYI (space program with zones, S/M/L sizing) must be complete.

Step 1: Review Your Program

Confirm imported program is correct. View Program Summary, confirm tier detection, browse the Module Library.

Step 2: Answer Layout Questions

10 personalization decisions that shape adjacency requirements. Your answers determine which rooms should be adjacent, near, buffered, or separated.

Step 3: Review Adjacency Matrix

Compare personalized adjacencies against benchmark. Toggle between Desired and Achieved. Understand A/N/B/S relationship types.

Step 4: Run Validation

Execute validation engine. Check Red Flags (target: 0), Bridges (all required enabled), Module Scores (target: 80+ overall).

Step 5: Iterate or Proceed

If red flags: edit decisions. If bridges missing: review layout questions. If score below 80: check underperforming modules. If all pass: proceed to Concept Plan.

Where MVP Fits in Your Project

Stage	Milestone	Description
A	Profile Complete	KYC data validated
B	Space Program	FYI allocations confirmed
C	Module Validation	8 validation modules scored (current)
D	Adjacency Lock	Red flags resolved, bridges enabled, matrix confirmed
E	Brief Ready	Validated brief package exported for design team handoff

3. Gates & Validation

Master Adjacency Gate

Your program passes if it has zero critical red flags, all required bridges enabled, and an overall validation score of 80 or above.

Critical Red Flags (Must Resolve)

These five violations represent fundamental failures in mansion programming.

1. Guest Primary Suite Collision

What it checks: Guest circulation shouldn't pass through or be directly adjacent to primary suite.

How to resolve: Ensure Buffered (B) or Separated (S) relationship.

2. Delivery Front of House

What it checks: Service/delivery routes shouldn't pass through formal spaces.

How to resolve: Create service spine with Separated (S) from foyer/dining. Add Ops Core bridge.

3. Media Bedroom Acoustic Bleed

What it checks: Media rooms shouldn't share walls with sleeping areas.

How to resolve: Add Sound Lock bridge or ensure Separated (S) from Zone 0.

4. Kitchen Exposed at Entry

What it checks: Kitchen shouldn't be first thing visible from foyer.

How to resolve: Create Buffered (B) via butler pantry or sightline blocking.

5. Guest Route Through Kitchen

What it checks: Guest circulation to dining/terrace shouldn't cross kitchen work zone.

How to resolve: Create alternate routes via great room or butler pantry.

Operational Bridges

Butler Pantry (+120 SF)

Triggered by formal entertaining, staffed service, or catering. Service corridor between kitchen and formal dining for invisible plating and staging.

Guest Autonomy Node (+150 SF)

Triggered by extended family visits, multi-generational living. Self-contained guest zone with independent entry and kitchenette.

Sound Lock Vestibule (+60 SF)

Triggered by late-night media use, home theater. Double-door acoustic buffer between high-noise and quiet zones.

Wet-Feet Intercept (+80 SF)

Triggered by pool/spa program. Transition zone with drainage, towel storage, outdoor shower between pool and house.

Ops Core (+150 SF)

Triggered by full-time staff, heavy package volume. Dedicated hub for staff operations, secure package receipt, coordination.

Module Score Thresholds

Module	What It Evaluates
Kitchen Rules Engine	Cooking flow, prep zones, service circulation, sightline management
Entertaining Spine	Guest arrival sequence, formal circulation, dining-to-living flow
Primary Suite Ecosystem	Privacy protection, bath-closet relationships, retreat quality
Guest Wing Logic	Independence, acoustic separation, autonomous access
Media & Acoustic Control	Sound isolation, zone separation, 24/7 usability
Service Spine	Delivery routes, back-of-house circulation, MEP access
Wellness Program	Pool-spa relationships, gym access, indoor-outdoor transitions
Staff Layer	Operations hub, staff quarters, service support functions

4. Reference

Reference Guide

Adjacency Relationship Types

Type	Name	Description	Use For	Avoid For
A	Adjacent	Direct connection, shared doorway	Suite to bath, kitchen to nook	Service to formal, guest to primary
N	Near	Close proximity, short walk	Dining to kitchen (buffered), gym to pool	Guest to primary, garage to foyer
B	Buffered	Intentional separation, transition space	Kitchen to dining (butler pantry), media to bed (sound lock)	Spaces requiring immediate access
S	Separated	Different zone, no direct connection	Service to formal, guest to primary	Kitchen to dining, suite to bath

Acoustic Zones

Zone	Name	Examples	Rule
Zone 0	Quiet Sleeping	Primary suite, guest bedrooms, nursery	No shared walls with Zone 3. Sound lock required if adjacent to media.
Zone 1	Conversation Level	Living room, dining room, library, office	Normal construction. Buffered from Zone 0 and 3.
Zone 2	Active Moderate	Kitchen, family room, gym, playroom	Working noise acceptable. Separated from Zone 0.
Zone 3	High Noise	Media room, theater, pool equipment, music room	Enhanced acoustic construction. Must be Separated (S) from Zone 0.

Glossary

Adjacency Matrix

Table showing required relationship (A/N/B/S) between every pair of spaces.

Benchmark

Recommended adjacency configuration for a home of your tier.

Bridge

Specialized transition space enabling buffered relationships while maintaining functionality.

Deviation

Where your selected relationship differs from benchmark. Not necessarily wrong.

Gate

Validation checkpoint that must pass before proceeding.

Red Flag

Critical violation representing fundamental failure in mansion programming.