Fivefold – Game Design & Antigravity Execution Spec

1. Game Definition
Fivefold is a daily, single-player word game where players submit as few five-letter words as
possible to consume every letter on a 5×5 board at least once.

2. Core Objective
Use the minimum number of valid five-letter words such that all 25 letters on the board are
consumed at least once. Lower scores are better. Optimal play results in a score of 5.

3. Board & Letter Model
The board is a 5×5 grid generated by selecting five valid five-letter words, combining their letters,
and scrambling them. Letter position is cosmetic. Letters are consumed by frequency. Unused
letters are always consumed before already-used ones. All letters must be highlighted to finish the
game.

4. Word Submission Rules
Players use an onscreen keyboard. Exactly five letters are required before submission. Words must
be valid dictionary entries and unique. Invalid or duplicate words flash red and do not count.

5. Scoring
Score equals the number of accepted words. Only valid, unique words increment score.

6. End Condition
The game ends immediately after a valid submission consumes the final unhighlighted letter.

7. Visual & UX Requirements
- Highlight consumed letters
- Submission history list
- Submission counter
- Red flash on invalid input
- Clear and delete controls

8. Puzzle Generation
Source words must be valid dictionary words. No overlap constraints. Puzzle is always solvable by
construction.

9. Determinism
Daily puzzle shared by all users. One attempt only. No resets.

10. Non-Goals
No hints, leaderboards, sharing, timers, accounts, backend services, or analytics SDKs.

11. Antigravity Agent Plan
Spec Agent: PRD and acceptance criteria
UX Agent: Mobile-first flows and wireframes
Frontend Agent: React + TypeScript PWA
Game Logic Agent: Puzzle generation and validation
QA Agent: Test matrix and automation
Release Agent: CI and static deploy

12. Definition of MVP Complete
Playable daily puzzle, visual letter consumption, final score, and enforced one-shot behavior.