

# Solo Git: Comprehensive Phased Game Plan

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**Status:** Strategic Blueprint → Execution Ready

This is the complete game plan for building Solo Git from concept to feature-complete beta in 2 weeks.

## Full Document

See the complete game plan at: `/home/ubuntu/solo_git_game_plan.md`

## Executive Summary

Solo Git is a paradigm shift in version control for the AI-augmented solo developer. It eliminates the friction of traditional Git workflows (branches, PRs, manual reviews) and replaces them with an intelligent, test-driven, auto-merging system.

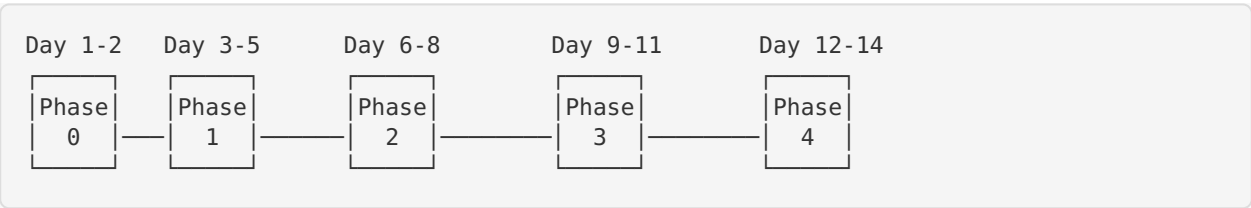
### Core Innovation

**Tests are the review.** Traditional Git was designed for teams with human reviewers. Solo Git recognizes that in the human/AI pairing, comprehensive automated testing is more reliable than manual review processes.

### Key Components

- 1. **Ephemeral Workpads** - Replace traditional branches
- 2. **Test-Gated Auto-Merge** - Green tests = instant trunk promotion
- 3. **Multi-Model AI** - Smart routing between planning, coding, and fast models
- 4. **Pure Cloud Architecture** - Powered by Abacus.ai RouteLLM API

### Phased Timeline



## Related Documents

- [Vision Document](#) (`./2025-10-16-vision.md`)
- [Original Concept](#) (`./2025-10-16-concept.md`)
- [Phase 0 Completion](#) (`../phases/phase-0-completion.md`)

This document serves as the master plan for the entire Solo Git project.