Antigravity Developer Handoff Checklist

Build Order

- Create Galaxy scene and Stephen Gateway spawn.

- Implement S-path spline, waypoints, and autopilot.

- Place museum shells (X, Circle, Square, Triangle).

- Block interior loops and hubs (no art yet).

- Add lighting tokens and room-level audio zones.

- Implement Character Select scene and persistence.

- Implement Frame ID system and content loader.

- Add Inspect Mode, licensing UI, and collection logic.

- Add post-purchase flow and ownership state.

Do First vs Later

- First: geometry, navigation, lighting tokens, frame IDs.

- Later: final textures, fine lighting polish, audio tuning.

- Never block on content—use placeholders via manifest.

Non-Negotiables

- Do not hardcode images or videos in scenes.

- Do not alter frame IDs once placed.

- All YouTube playback via overlay only.