

PlayOps v5.5: Master Micro-Lesson & Template Standard

Status: Working Draft (V5 Data Aligned)

Objective: To standardize the "Remaking" of legacy brand training into objective, measurable C-BEN Validators.

1. The Philosophical Split (Decoupling Content from Science)

To achieve global scalability, every lesson is architecturally split into two distinct layers:

- **Layer 1: The Brand Layer (Subjective/Parked):** * **Content:** Narrative, storytelling, brand-specific terminology, and visual "skins."
 - **Function:** Provides context and user engagement.
 - **Metric:** None. This layer is "parked" and does not influence the Proof Receipt or the competency score.
- **Layer 2: The PlayOps Layer (Objective/Scientific):** * **Content:** Action Cues, Game Mechanics, Mobile Interactions, and 60Hz Telemetry.
 - **Function:** Verifies competency through physical action.
 - **Metric:** The **Triple-Gate Standard** (Accuracy + Time + Jitter).

2. The "1-1-6" Blueprint & Scene Anatomy

Every Micro-Lesson must follow this exact structural blueprint to be valid in the Supabase ecosystem:

- **The Unit:** 1 Micro-Lesson = 1 Official C-BEN Competency (V5 Column B).
- **The Component:** 1 Competency = 6 Mandatory Validator Scenes (V5 Column C).
- **The Action:** 1 Scene = 1 Observable Action Cue (V5 Column E).

The 4-Point Data Lock (Required Scene Fields): For a scene to be "Remade" from a source PDF, these four fields must be populated from the V5 DNA Sheet:

1. **Action Cue (Col E):** The specific **[Verb + Object]** the player must perform.
2. **Game Mechanic (Col F):** The approved interaction engine (e.g., Pattern Grid, Noise Filter).
3. **Haptic Interaction (Col G):** The physical touch-event (e.g., Continuous Scrub, Drag-to-Highlight).

4. **Real-Time Precision (Col H):** The maximum allowed time for Mastery (30s, 45s, or 60s).

3. Phase 1: The Distillation Engine (Ingestion & Clustering)

This is the "Universal Start" workflow for bringing brand content into the system.

- **Rule 1: Technical Core Extraction (The Noise Filter):** The AI must perform a Semantic Audit. It must **discard** adjectives, brand history, mission statements, and passive "awareness" goals. It must **keep** numerical values, tolerances, safety thresholds, "Always/Never" rules, and step sequences.
- **Rule 2: Semantic Clustering (Lesson Discovery):** Group the "Technical Core" into 4 to 8 high-impact **Macro-Lessons**. It must use PDF Headers (H1/H2) and **Bold Text** as primary DNA anchors for these clusters.
- **Rule 3: CBEN Expert Mapping (The "Why"):** The AI suggests which V5 Competency fits each cluster based on cognitive effort:
 - **Analytical Thinking:** Audit, Quality Control, or Error Detection.
 - **Systematic Logic:** Strict Sequences, Safety Protocols, or Checklists.
 - **Growth Design:** Digital Tools, App usage, or Workflow Optimization.

4. Phase 2: The Template Build (Post-Selection Enforcement)

This happens **after** the user accepts the AI's suggested Micro-Lessons and Competency mapping.

- **Rule 4: Standardized Output:** The AI presents the Lesson Name, Condensed Standards (the "Key Takeaways"), and the Rationale for the competency choice.
- **Rule 5: The 1-1-6 Structural Enforcement:** Once a Competency is selected, the system automatically pulls the **6 Sub-Competencies** (B1-B6) tied to that ID.
- **Rule 6: Scene Generation (The Remake):** The AI rewrites the condensed standards into **6 Observable Action Cues**. The Creator must verify that these "Remade" actions accurately represent the brand's intent before the Validator is generated.

5. The Black-and-White Scoring Logic

The system ignores brand "opinions" and applies the Triple-Gate Standard across all templates:

1. **Gate 1 (Accuracy):** Was the Action Cue executed correctly? (**Binary**).
2. **Gate 2 (Time):** Was it done within the Column H limit? (**Dynamic**).

3. **Gate 4 (Stability):** Was the 60Hz Jitter within the "Steady" threshold? **(Biometric/Biokinetic).** *Mastery (Level 3) is awarded ONLY if all three gates pass on the First Attempt.*

6. Technical "Remaker" Tool Requirements

- **Search Logic:** The search must use "**Best Match**" logic to find keywords in the PDF but only allow selection of Column B Competencies from the V5 Sheet.
- **UI Visibility:** The Creator UI must display the **Mobile Interaction (Col G)** and **Scoring Rule (Col H)** as hard limitations to ensure transparency.
- **Data Integrity:** Old "Ghost Data" must be purged; only V5-compliant structures can be published.
- **Universal Reset:** If the Step 3 prompt is deleted, trigger a **Total Studio Reset**. Wipe all brand assets and return the UI/Visuals in Step 4 to a **Neutral Studio Standard** (minimalist white/gray lighting, no fashion themes).