**MVP Content Scope (Lock for PRD)**

**1) Playtime & Campaign**

* **Turn scale:** Monthly
* **Campaign length (MVP):** **12 months** (soft end with scorecard; “Continue” optional)
* **Focus Slots per month:** **3** meetings/actions (scales to 4 later)

**2) Core Entities & Counts**

* **Artists:** **3 total**, start with **1 signed**, can sign up to **2**
  + Archetypes included: **Visionary, Workhorse, Trendsetter**
* **Top Roles (always-on backbone):** **8**
  + **Manager, A&R, Producer, PR/Publicist, Digital Marketing, Streaming Curator Pitches, Booking/Promoter, Distributor/Operations**
* **Side Stories (from ranks 21–36):** **12 total** in pool (≈15–25% monthly appearance chance)
  + Include at least 1 each: Sync, Copyright/Law, Data Analyst, Music Critic, Platform Dev, Royalty Collector
* **Projects supported:** **Single**, **EP** (3–5 tracks), **Mini‑Tour** (3–5 dates)
  + (Albums & full tours come post‑MVP)

**3) Actions & Systems**

* **Monthly actions (choose 3):**
  + Meet a Role (dialogue with 3 choices → immediate + delayed effects)
  + Start/advance **Single** or **EP** production
  + Schedule/advance **Mini‑Tour**
  + Run **PR push** (press angle)
  + Run **Digital ad push** (awareness or conversion)
  + Submit **Streaming pitch** (one lead track per release window)
* **Dialogue:** 3–4 options per meeting, **no nested branches** in MVP (use delayed flags)
* **Resources tracked:** **Money, Reputation, Creative Capital, Focus Slots, Artist Mood, Artist Loyalty, Access Tiers** (Playlist/Press/Venue/Producer/Radio—use **Playlist, Press, Venue** in MVP)

**4) Economy & Balancing (initial ranges)**

* **Money:** start **$75k**, monthly burn ≈ **$3–6k** baseline
* **Release costs (per Single):** **$3–12k** (producer tier + mix/master)
* **EP cost:** **$15–35k**
* **PR push:** **$2–6k**, **Digital push:** **$1–8k**
* **Mini‑Tour** upfront: **$5–15k**, target margin **10–25%**
* **Quality score:** 0–100 (Talent/Producer tier/Time invested)
* **Market outcome formula (MVP):**
  + **Streams\_first\_week** = f(Quality, **Playlist Access**, **Reputation**, **Ad spend**) × RNG(0.9–1.1)
  + **Press pickups** = f(Press Access, PR push, Artist story flag)
  + **Ticket sell‑through** = f(Venue tier, Reputation local, Artist Popularity)
* **Relationship stats:** 0–100 (Mood, Loyalty, Role relationship)

**5) Access Tiers (MVP subset)**

* **Playlist Access:** **None → Niche → Mid → Flagship** (cap at **Mid** in MVP)
* **Press Access:** **None → Blogs → Mid‑Tier** (cap at **Mid‑Tier**)
* **Venue Tier:** **Clubs** (cap at Clubs in MVP; Theaters post‑MVP)

**6) Progression & Unlocks (within 12 months)**

* **Month 1:** 1 artist, 3 Focus Slots, Access = None
* **First hit single (≥ threshold)** → **Playlist Access: Niche** + minor Reputation
* **Consistent press (2+ pickups in a month)** → **Press: Blogs**
* **Two sell‑out club shows** → **Venue: Clubs (stable)**
* **Reputation milestones** unlock:
  + **Second artist slot** (mid‑campaign)
  + **Fourth Focus Slot** (late campaign, optional if pacing allows)

**7) Win/Score Conditions (end of Month 12)**

* Show **3 scorecards** (weights differ; player picks their pursuit at Month 1):
  + **Commercial King:** Streams, revenue, sell‑through
  + **Critical Darling:** Press pickups, average quality, awards flag (simulated nods)
  + **Balanced Mogul:** Blended score (smaller bonuses across all)
* No fail state; poor finances trigger **“survival mode”** tutorial tips

**8) UI Screens (MVP)**

* **Dashboard** (KPIs, alerts, artists, money, access badges)
* **Month Planner** (pick 3 actions/meetings)
* **Conversation Modal** (role dialogues, 3–4 choices)
* **Project Sheets** (Single/EP/Tour cards with milestones)
* **End‑of‑Month Summary** (immediate + delayed outcomes)
* **Saves** (3 slots + autosave, Export/Import JSON)

**9) Content Writing Targets (small, doable)**

* **Role meetings:** 8 roles × 3 scenes each × 3 choices = **72 choice lines**
* **Artist dialogues:** 3 archetypes × 3 scenes × 3 choices = **27 choice lines**
* **Side stories:** 12 events × 3 choices = **36 choice lines**
* **Tooltips/UX copy:** ~30–50 short strings  
  *(Total is modest; you can ship with this and expand later.)*

**10) Acceptance Criteria (feature‑level)**

* **Turn loop:** One click **Advance Month** resolves all queued actions deterministically with seeded RNG; summary lists 5–8 key deltas.
* **Dialogue engine:** Supports immediate stat toasts and delayed flags that fire on month end.
* **Projects:** Single & EP track **stage, budget, quality, dueMonth**; Tours track **cities, guarantees, sell‑through**.
* **Access:** Tiers visually update; outcomes respect tier gates.
* **Saves:** 3 slots + autosave; export/import JSON; schema validated (Zod).
* **Perf:** Initial load < **4s** on mid‑range laptop; Advance Month calc < **300ms** average on MVP data.

**11) Seeded RNG & Testing**

* **Seed input** visible in settings; same seed + same choices ⇒ same results.
* **Debug panel** (dev‑only): dump world state, rerun month, force event.