

## Galaxy Overview

- **Shared objects:** Teams (Lands), Posts (build logs), Badges, Leaderboards, Meetings.
- **AI backbone already in your plan:** Sponsor/Partner Outreach (Apify + CRM + auto pitch decks), MentorMatch, PitchPerfect, JudgeAssist, LiveHelp, Archive/Knowledge Hub.

## Planet 1: Participants + Mentors (shared map)

### Who

- **Participants (teams):** build, post progress, earn badges, climb leaderboards, request intros.
- **Mentors:** share the same map, drop into team Lands, run office hours, give feedback.

### Main surfaces

1. **Welcome → Map:** “Claim your Land” (+). Land = team hub (pitch card, demo link, badges, chips, rank).
2. **Explore:** browse other Lands; like, follow, comment; see weekly leaderboards (Global/Track/Rookie).
3. **Post:** quick “build log” (text/video/GIF). First-class “Demo” field used by judges/VCs.
4. **Mentor mode:** toggle on the map shows mentor pins with office hours and domains.

### Key actions (and points)

- Create Land (+50), daily build log (+25, 1/day counts), add/refresh demo (+40), complete **PitchPerfect** (+30), book & complete **MentorMatch** session (+30), like received (+2, cap 20/day), helpful-feedback (+8), judge award (+100). (Ties directly into your PitchPerfect/MentorMatch/JudgeAssist.)

### Badges (starter set)

- First Light, Demo Live, Streak (3/7/14), Pitch Perfected, Mentor Magnet, Crowd Favorite, Judge's Pick.  
(Use simple server rules; show badge chips on the map pins.)

### Mentor-specific differences

- **Office Hours:** mentors publish slots; teams book; auto calendar invite (Google/MS).
- **Feedback tools:** quick tags (Tech, Product, GTM) + “mark helpful” (rewards mentors & teams).
- **Routing:** if no mentor in a topic, **LiveHelp** escalates to staff/Slack.

### Planet 2: Investors + Sponsors (search & match first)

#### Who

- **Investors (VCs, angels)** and **Sponsors** (companies, partners).

#### Main surfaces

1. **Search Bar (top):** keyword + filters (track, stage, traction, tech, region).
2. **AI Match tab:** “Recommended for you” powered by your **Sponsor/Partner Outreach** agent + team signals (demo live, judge picks, momentum). Pulls sponsor/investor intents and public data (Apify) to match.
3. **Lists:** Watchlist, Shortlist, Recently viewed.
4. **Team Land (observer mode):** pitch card, 90-sec Pitch Reel, metrics, badges, chips.

#### Actions

- **Chips (virtual investing):** verified investors get 10 chips/day to allocate; chips are public and boost rank. When thresholds hit (e.g.,  $\geq 10$  chips from  $\geq 3$  investors), unlock **Request Intro**. (This mirrors the mentor's “VC chips” idea.)
- **Auto-intros & Meeting flow:**

- If a VC chipped your team → open booking widget → create calendar event + video link.
- If not yet chipped → route to organizer IR queue for warm intro. (Supports async “watch Pitch Reel then click Interested.”)

### Sponsor-specific extras

- **Outreach CRM:** company profiles, contacts, status; auto-personalized sponsor decks (LLM + Canva API) using participant demographics/past successes; one-click email sequences.
- **Packages:** “Branding”, “Talent”, “API Feedback” slots tied to events (what sponsors value).

### Differences vs other planets

- Default role is **observer** (no posts), heavy on **search/match/intro**, with analytics and governance.

### Planet 3: Judges + Organizers (ops & decisions)

#### Who

- **Judges** scoring projects; **Organizers** running the event.

#### Main surfaces

1. **Organizer Console:** event setup, tracks, schedules, announcements; Slack/Discord notifications; Calendar sync; KPI dashboards (registrations, submissions, engagement).
2. **Judge Dashboard:** queue, criteria, inline demo, AI pre-screen from **JudgeAssist** (prelim scores + feedback), consistency checks, final submit.
3. **Archive & Knowledge Hub:** submissions, recordings, slides, chat logs, Q&A—searchable for future events.

#### Actions

- **Organizers:** approve teams, assign mentors/judges, publish challenges, manage comms, trigger investor intros when teams reach chip thresholds, see sponsor pipeline.
- **Judges:** review, adjust AI suggestions, leave comments; awards feed back to badges/leaderboards.

### Differences vs other planets

- Admin permissions, bulk tools, analytics; judges have a focused scoring workflow (no social feed).

### Cross-planet glue (how they interact)

- **Leaderboards:** Global/Track/Rookie, recomputed weekly; judge awards and chips affect rank.
- **LiveHelp bot:** everywhere, answers rules/logistics; escalates to staff via Slack.
- **CommunityCatalyst:** after event, suggests follow-ups, meetups, and connections to keep momentum.

### Build order (fast track)

1. **Planet 1 base:** map + Land, posts, likes, badges v1, leaderboards.
2. **Planet 2 base:** search + filters, investor verification, chips, auto-intro MVP (Calendar + Meet).
3. **Planet 3 base:** JudgeAssist queue + scoring; Organizer console (announcements, schedule).
4. **AI match (Planet 2):** hook in Sponsor/Partner Outreach (Apify + CRM + Canva).
5. **Mentor mode:** MentorMatch booking + points; LiveHelp escalation.
6. **Archive + Hall of Fame:** searchable assets; season resets.