District Production Protocol R04

PI-PROT-DISTRICT · 15 October 2026 · current workflow

Identity and revision

The old D01 label named a protocol document, not District 01. It collided with D01 Atlantis. Use the stable family **PI-PROT-DISTRICT** and revision **R04** for the workflow; keep D01-D21 for actual districts, including D02 Crown Key and D03 The Grove. Old D01 R02 filenames and URLs remain historical aliases; no geographic district is renumbered.

R04 retains aerial coverage, the four build-package groups, scale reconciliation, reusable developer collections and the shared world requirements. CONSOLIDATED.txt contains this release, the preserved R03 guide and the unchanged D01 R02 baseline; R04 controls conflicts. The PDF/DOCX are this release guide. The ZIP is a protocol working kit, not a ready-to-import district.

R04 adds the human-facing project brief and authorized planning-site links. R03 remains archived. Required aerial, scale, package and review gates are retained.

The twelve-stage sequence

Step	Required work	Acceptance evidence
01	Intake and atlas	Current district/scene/location extract, source revisions, selected/deferred requirements
02	Shared world frame	Boundary, datum, axes, origin, controls and neighbor connections
03	Identity and modernization	Architecture, landscape, culture, mobility and selected era behavior
04	Master and context	Controlling master, aerial/orbit coverage and player-height views; Gate A
05	Authored layout	Measured roads, parcels, placements and exact spatial exports
06	Topography	Ground/edge references, elevations and sections; Gate B
07	Asset kit	Existing global families, developer collections, new-shell justification and reuse plan
08	Building handoffs	the current Building Protocol exterior/interior scope, dimensions, shell dependencies and crosswalk
09	Engine handoff	Versioned package inventory, launcher preflight and reproducible build order
10	Blockout and sample	Connected measured blockout, representative playable building/street; Gate C

Step	Required work	Acceptance evidence
11	Expand and verify	Kit rollout, selected interiors, connections, streaming, navigation and performance
12	Release and publish	Source/evidence, atlas status, registry, manifests, current web guide and downloads

Design and rough layout can iterate together. Detailed rollout follows the accepted sample. Concept, layout, shell, engine and publication status are distinct. A template's presence does not pass a gate.

Gate A: identity and visual blueprint

Legend accepts the exact master and identity revision. Preserve the approved composition, shore, bridges, signature silhouettes, height intent and material language. Record modernization choices and any disagreement among views. An image is authoritative for its approved visual intent; metric coordinates come from a reviewed layout calibrated to that intent.

Required coverage is named by role: clean overall/overhead and separate ID overlay; front/arrival context; rear/opposite context; east and west orbits; a typical player-height street; signature place/entrance; night or observable behavior when relevant; shared-border/bridge and cross-water sightlines. Select roles by the district's terrain and use. A role can be covered by an existing approved image or explicitly marked not applicable with a reason. A critical unresolved connection/view stays open.

Every reference record names district, ID, camera role, file/hash, revision, era, assets/locations, authority and discrepancies. Include master/layout references in every new image request. Avoid redesigning the district independently at each camera angle. For Crown Key, the existing /CrownKey/reference/ aerial/orbit set is part of the visual evidence, not optional decoration.

Four build-package groups

Group	What it must explain	Crown Key historical example
A. Design references	Master, aerials/orbits, streets, entrances, identity and discrepancies	Current reference register and separate original images
B. Authored measured layout	Editable coastline, roads, bridges, parcels/placements, units and source frame	Unreal References v01 ZIP: 7 files including layout JSON, clean/labeled plan exports and build script
C. Exact layout views	Plan and two useful spatial views derived from the SAME layout revision/hash	Exact Layout Views v01 ZIP: 7 files; overhead and SE/SW views
D. Terrain and edges	Topography/shore intent, sections, slopes, retaining walls, water interfaces and calibrated height data when used	Topo References v01 ZIP: 5 PNGs and README

Yes: the three named ZIPs supplied three complementary build-input groups. None replaces the design aerials, and none by itself proves a build is correct. Exact views must match the layout revision actually being built. The historical topo images are visual intent, not a calibrated elevation raster. The protocol handoff ZIP contains templates/instructions, not those three district-source ZIPs.

PACKAGE_INVENTORY.json records role, revision, path/URL, hash, availability, authority, compatible layout hash and validator evidence. For each required group, supply valid inputs or explicitly record why it is blocked/not applicable. A recoverable local original is not a published download. Do not send a broken link as a complete handoff.

Gate B: measured layout, terrain and scale

Design units are metres; Unreal uses centimetres. Record actual axes, origin, north, sea-level datum, map transform and at least three non-collinear shared controls. Verify conversion in the real import path. Pin coastline, roads, grades, bridge endpoints/widths/clearances, parcel extents and placement transforms. Districts share one frame and the same connection records at both ends.

Compare original source, current source and current engine measurements in SCALE_RECONCILIATION.csv. Inspect imported mesh dimensions and actor/component/baked scale. Record intended changes rather than inferring them from filenames or old captions. Crown Key's v01/v02 discrepancy remains unresolved by this release; it is not permission to shrink or enlarge the island again.

Release blockout only with a named accepted layout and documented conditions. Mark incomplete terrain calibration explicitly. Never infer metres-per-pixel from a perspective aerial. Keep clean overhead, ID overlay, exact views and source JSON/model on the same revision. A later change lists effects on neighbors, bridges, parcels, buildings, interiors, skyline and travel times.

Atlas, story and reusable architecture

Read current creator decisions and the current working atlas before selecting rooms or building scope. Preserve PI-LOC IDs, scene/era status, routes, conceptual AK kit links and unresolved questions. Map requirement to placement, global asset, shell, level/room and test. Do not promote illustrative map pins or a proposed tower assignment to approved geography.

Use developer collections and a limited number of shell families. Separate geometry variants from appearance presets and district placements. Author typical rooms/floors once, then identify their instances. A district does not need a unique building for every location or a complete interior in every tower. the current Building Protocol's A-E tiers control coverage and keep technical plans separate from perspective counts.

Gate C: connected playable sample

Build a representative route, exterior and selected interior at the candidate scale. Test character/camera, furnished room clearances, roads/bridges, collision, navigation, access, water, neighboring sightlines and streaming. Compare matched engine captures to the controlling images. Legend accepts visual conformance; Quik accepts the measured technical approach. Record conditions and remaining issues.

The architecture direction is one project and one authoritative World Partition world with shared coordinates, externally stored actors and reusable assets. Load work regions in the editor. Staging maps are allowed for authoring/tests; independent district saves linked by ordinary level travel are not the default connected-city design. Choose the actual integration map after inspecting current content.

Hundreds of users in a persistent city is a design target. World Partition is spatial streaming, not multiplayer capacity or a persistence service. Test dedicated-server networking, crowded and distributed loads, NPC budgets and durable state separately. Preserve cross-water vistas through an appropriate distant representation; do not assume all distant detailed geometry remains resident.

Engine handoff, launcher and release

Specify engine/project/map version, required plugins, source paths, build/import order, deterministic seeds if used, backups, data/asset dependencies and clean-machine reproduction. The launcher is required infrastructure and remains unverified until it can resolve versions, check files/hashes, run supported jobs, surface errors and reproduce a sample. Do not claim a template implements an importer or launcher.

Release a README with gate states, package inventory, current source and screenshots/tests. Include brief, frame, connections, layout, terrain records, atlas mapping, reuse/placements, building links, shot list, approvals/change log, conformance sheet and engine/launcher QA. Update the registry, manifests and site from the current pointer. Preserve earlier revisions and source art. Only add a future district as a completed case study after it has followed these gates.

The companion shared-world brief gives Quik the integration and daily workflow. Creator-authorized Black Vault sessions, developer collections and building programs are published separately on the production desk, with status intact. This exception does not authorize unrelated Studio-only material or credentials. Workflow publication is not proof of current world readiness.

Companion pages

Production desk · Quik's brief · Developer collections · Crown Key work plan · Grove image plan · Scale register · Black Vault.