THE KEEPER'S MANIFESTO

Patch Notes for the Human Experiment

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PART 1: THE ALPHA BUILDS (SETUP)

CHAPTER 1: THE PHYSICS ENGINE

LOG 001: THE SKYBOX RENDER

TO: Art Team

FROM: Senior Architect Otho

SUBJECT: Stars are too expensive

> Stop rendering 3D stars. The humans will never fly that high. Just use 2D dots on the skybox texture.
>
> I am looking at the resource usage for the "Night Sky" partition. We are burning 14% of our total GPU budget rendering distinct nebulae that the units will only ever see as blurry smudges.
>
> It is inefficient. Flatten the sky. If they invent telescopes later, we can procedurally generate the depth map on a need-to-know basis. For now, just paste a "Galaxy_Background.png" on the ceiling and call it a day.

LOG 002: GRAVITY CONSTANT ADJUSTMENT

TO: Physics Lead

FROM: Otho

SUBJECT: Recallibrating 'G'

> I am tweaking the Gravity setting (G).
>
> Currently, the units are floating too much. It looks like a low-budget indie game.
>
> I am cranking it up to 9.807 m/s^2. This is heavy enough to cause fall damage (which teaches risk assessment) but light enough to allow for basic fluid dynamics.
>
> **Note:** This change will break the "Pterodactyl" flight model. They are too heavy to fly at this new gravity setting.
>
> **Solution:** Don't fix the bird. Delete the bird. It looks ridiculous anyway.

LOG 002-B: THE ENTROPY VARIABLE

TO: Physics Team

FROM: Otho

SUBJECT: The Second Law of Thermodynamics

We need a mechanic to force the units to constantly consume energy.

ACTION: Introduce "Entropy."

RULE: All organized systems must decay over time.

* Buildings crumble.
* Bodies age.
* Food rots.

WHY:

If things last forever, the units get lazy. They stop maintaining their environment.

Entropy is the "Maintenance Tax." It forces them to work just to stay in the same place. It is the ultimate motivator.

LOG 003: THE SPEED OF LIGHT CAP

TO: Engineering Team

FROM: Otho

SUBJECT: Rendering Lag Prevention

We have a problem with the new photon rendering engine. If a unit moves too fast, the chunk loading can't keep up. The scenery doesn't render in time, and they fall through the floor execution.

We need a hard speed limit.

I am setting a universal cap on velocity: 299,792,458 m/s (Speed of Light).

Nothing in the simulation is allowed to move faster than this. This gives the rendering engine enough buffer time to load the textures before the unit arrives.

Vex Objection: "But Otho, if we cap the speed, they will never be able to explore the rest of the universe. They will be trapped in the local cluster."

My Reply: Exactly. It keeps the map size manageable. The intended play area is Earth. Everything else is just background art to make them feel small. Fear of insignificance drives religious data yield.

LOG 003-B: THE QUANTUM UNCERTAINTY PATCH

TO: Rendering Team

FROM: Otho

SUBJECT: Saving Memory on Sub-Atomic Particles

> We can't render the exact position of every electron. We don't have the RAM.
>
> **SOLUTION:** The "Heisenberg" Patch.
>
> Only render the particle's position **IF** a unit is looking at it (The Observer Effect).
>
> If no one is looking, the particle is just a "Probability Cloud."
>
> It's a lazy loading trick, but the units will interpret it as "Mysterious Quantum Physics." It makes us look smarter than we actually are.

LOG 004: THE PLATYPUS ASSET DUMP

TO: Fauna Asset Team

FROM: Otho

SUBJECT: Cleaning out the temp folder

> I found a folder labelled "Unused_Assets" on the dev drive. It contains a bunch of rejected creature parts:
>
> * Duck bills
> * Beaver tails
> * Venomous spurs
> * Otter fur
> * Egg-laying reproductive scripts
>
> Instead of deleting them, I just mashed them all together into a single unit.
>
> **Unit ID:** Platypus.
>
> **Vex:** "This makes no evolutionary sense. The taxonomy algorithm is going to flag this as an error."
>
> **Otho:** It's not an error. It's a joke. Even Developers need a laugh sometimes. Deploy it to the Australia server; that's where we put all the spiders that were too big for the main build anyway.

PART 1: THE ALPHA BUILDS (SETUP)

CHAPTER 2: THE DINOSAUR DELETION

LOG 005: THE BLOATWARE AUDIT

TO: Fauna Design Team

FROM: Senior Architect Otho

SUBJECT: Performance Issues / The "Reptile" Build

I am looking at the resource usage stats for the current build and I am seeing a massive memory leak in the "Saurian" class.

We have units here, specifically the Titanosaur assets, that are consuming 80% of the local vegetation textures. They are massive. The collision detection on their tails alone is taking up 14% of the physics engine's processing power.

And for what?

I have been watching them for 4,000 cycles.

They eat. They walk. They poop. They reproduce.

That is the entire loop.

There is no tool use. There is no social complexity beyond "Run" or "Bite." The Novelty Index is flat. They are just big cows with scales.

We are spending a fortune on rendering photorealistic skin textures for a user base that has the cognitive capacity of a pocket calculator.

Action Item: We need to free up VRAM. I am scrubbing the "Dinosaur" folder.

LOG 006: THE AESTHETIC OBJECTION

TO: Otho

FROM: Compliance Officer Vex

SUBJECT: Do not wipe the board

Otho, the Art Department spent six cycles perfecting the feather textures on the Velociraptors. If you wipe the board, we lose all that aesthetic data. The feather physics are really nice.

Can't we just nerf their size? Make them smaller?

Otho Reply: No. The architecture is fundamentally flawed. They are cold-blooded. They rely on external ambient temperature to function. This makes them lazy.

We need units that generate their own heat. Internal combustion engines. If they burn hot, they die faster. If they die faster, the evolutionary algorithm iterates quicker.

A long lifespan is a waste of server space. I am scheduling a wipe.

LOG 006-B: THE MOSQUITO PRESERVATION

TO: Otho

FROM: Ecology Team

SUBJECT: Should we keep the bugs?

If we are wiping the larger reptiles, should we also delete the insect classes?

Specifically, the "Mosquito" asset. It serves no ecological function other than to annoy other units and transmit hemotoxins.

Otho Reply:

Keep the Mosquito.

Reason:

It is the perfect delivery system for future pathogens. If we ever need to nerf the population count of the Mammals (Chapter 3), a flying syringe is the most efficient way to deploy a virus.

It’s not a bug; it’s a feature.