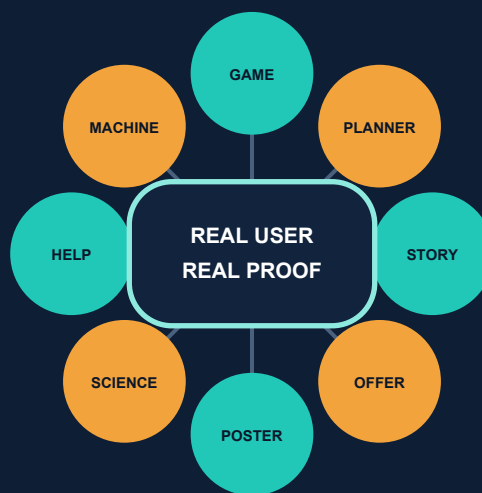
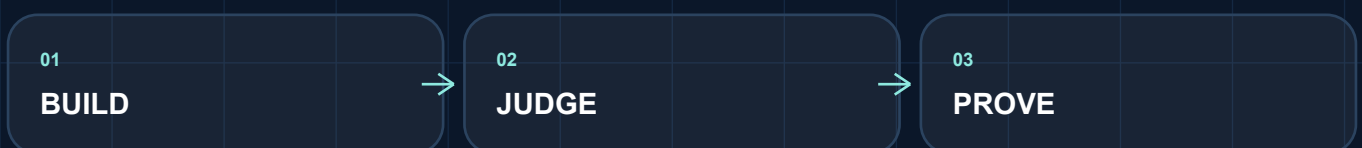


Mission Briefs

Eight paid Weekend paths with one outcome, four moves, a clear finish, and proof



Eight complete Mission Briefs mirror the paid First Ship Weekend picker exactly, so every selected build opens the same outcome, steps, checks, permission boundary, rescue path, and evidence bar.



[Accessible web guide: reinventu.work/resources/field-kit/mission-briefs](https://reinventu.work/resources/field-kit/mission-briefs)

How to use a Mission Brief

A brief gives shape, not a finished answer. The builder owns the audience, details, tool, design, decisions, checks, and final scope.

01 BUILD



02 JUDGE



03 PROVE

CHOOSE**Pick a real pull**

Choose a person who has asked for help or an interest the builder already cares about. Do not invent a client or audience.

BRIEF**Name the useful finish**

Use the stated outcome, then make it specific to one person, one weekend, and one result they can see or try.

BUILD**Move through all four steps**

Direct AI in bounded passes, keep the important choices visible, and use the rescue path before abandoning the ship.

PROVE**Keep the reality**

Save the artifact, direction record, check record, permitted user reaction, and an honest line naming AI and adult help.

VALUE DELTA**Make the after better than the before**

Write four lines before building: BEFORE: what happens now; AFTER: what useful change should occur; EVIDENCE: what would show it happened; FAIR EXCHANGE: how the person keeps more value than they give while delivery stays sustainable. Service is chosen agency, not servitude, and human worth is never market value.

RELENTLESS FOCUS**One person. One problem. One useful result. Finished and proven.**

Define done and the next physical action. Put every attractive extra on a NEXT list until the promised result is complete and checked. One priority at a time never overrides health, family, safety, or real responsibilities.

How to use a Mission Brief

A brief gives shape, not a finished answer. The builder owns the audience, details, tool, design, decisions, checks, and final scope.

01 BUILD



02 JUDGE



03 PROVE

BULLDOG**Hold the outcome tightly and the method loosely**

When the work gets hard, record the obstacle and evidence, then change one method or assumption. Ask for help or rest when needed, then return. Discipline improves the odds; it does not guarantee a result. Stop if the work becomes harmful, unauthorised, or disproved by evidence.

ONE PROMISE**Deliver one valuable result well**

Write one sentence the intended person can explain back: For [person], this helps [visible result] without [important boundary]. Overdeliver through usefulness, care, and reliability, not through feature stuffing, bonus piles, or extra claims.

Field note: The paid picker and these briefs use one catalog. Practical AI. Real proof. A smaller checked ship beats a grand unfinished idea.

Game idea on paper

Turn a game you admire into an original, one-page design record with a new setting, character, goal, and first playable rule set.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Choose a game you admire, then name the play pattern that works without copying its characters, story, art, music, or exact wording.

STEP 2**Set the boundary**

Invent an original setting, one character, one goal, and the first player you want to understand the idea.

STEP 3**Direct and decide**

Use AI to compare three rule sets; choose one route, write three clear rules, and record why you rejected the others.

STEP 4**Test and ship**

Lay out one phone-readable page, ask another person to explain the game back, then revise the confusing part.

DONE**The exact finish line**

One accessible page names an original setting, character, goal, and three rules; a first-time reader can explain the play loop, and the builder can name AI's role.

EVIDENCE**Show direction and change**

1. What did you ask AI to compare, which rule set did you choose, and why was it the better fit?
2. Which original parts did you create, what did the reader misunderstand, and what did you change?

Game idea on paper

Turn a game you admire into an original, one-page design record with a new setting, character, goal, and first playable rule set.

01 BUILD



02 JUDGE



03 PROVE

CHECKS**Test use and the dangerous edge**

1. Can a first-time reader name the setting, character, goal, and all three rules without your help?
2. Is every name, image, line, and visual either your own, licensed for this use, or used with explicit permission?

PERMISSION**Permission and privacy boundary**

Use original words and visuals or assets licensed for this exact use. Do not publish another game's protected art, music, characters, private player details, or chat without a parent approving the share.

PATTERNS**Direction patterns**

Clarify before acting | Options with tradeoffs | Stress test

RESCUE**The smaller still-shippable fork**

Ship one page with one original setting, one character, one goal, and three rules. Leave extra levels and artwork for later.

COPY, ADAPT, DIRECT

Help me turn my original game idea into one clear page. Ask about the player, goal, setting, and one core choice before suggesting three rule sets. Flag anything that copies protected characters, art, music, or wording. Wait for me to choose the rules.

Match-week planner agent

Build a bounded AI agent that turns coach- or family-approved goals, commitments, and limits into a proposed one-week practice plan for human approval.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Ask the coach or family owner for this week's approved goals, fixed commitments, rest needs, and information that must stay out.

STEP 2**Set the boundary**

Write the agent boundary: it may organise supplied facts, but it may not contact people, book anything, or invent missing details.

STEP 3**Direct and decide**

Direct AI to produce a draft plus a decision log, then test a conflict, a missing time, and an unrealistic workload.

STEP 4**Test and ship**

Revise the plan, ask the authorised adult to approve or reject it, and save the final plan with the caught conflict.

DONE**The exact finish line**

A one-week plan uses only approved inputs, visibly flags uncertainty and conflicts, waits for human approval, and includes a run log showing at least one caught edge case.

EVIDENCE**Show direction and change**

1. Which goals and constraints came from the authorised owner, and which proposed choice did you change?
2. Where did the agent stop or flag uncertainty, and what did the approving adult decide?

Match-week planner agent

Build a bounded AI agent that turns coach- or family-approved goals, commitments, and limits into a proposed one-week practice plan for human approval.

01 BUILD



02 JUDGE



03 PROVE

CHECKS**Test use and the dangerous edge**

1. What happens when a time is missing, two commitments collide, or the proposed workload leaves no safe recovery time?
2. Can the agent send, book, contact, or silently decide anything, and have you proved those actions remain blocked?

PERMISSION**Permission and privacy boundary**

Use only commitments and preferences supplied for this plan. Remove names, contact details, locations, health information, school records, and private team data; a human approves every plan and every outside action.

PATTERNS**Direction patterns**

TCCA - the base brief | Bounded agent brief | Stress test

RESCUE**The smaller still-shippable fork**

Use one approved goal and three fixed time slots. Ship the single-week proposal with a human approval box before adding more choices.

COPY, ADAPT, DIRECT

Goal: propose one match-week plan from the approved commitments I paste. Never contact anyone, book anything, infer private facts, or invent missing times. Flag conflicts, explain each proposed choice, and wait for human approval before calling the plan final.

Beat-drop storyboard

Storyboard an original 30-second visual moment around a permitted piece of music, showing the mood and action before, on, and after one beat drop.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Choose music you are allowed to use for this private draft, mark one timestamp, and describe the mood without copying lyrics or a music video.

STEP 2**Set the boundary**

Write the audience and visual goal, then sketch three original frames: before the drop, on the drop, and after it.

STEP 3**Direct and decide**

Ask AI for three pacing or camera options, choose one, and add timing plus one visible action to each frame.

STEP 4**Test and ship**

Arrange the frames as one readable page, show it without playing the track, and revise until the sequence still makes sense.

DONE**The exact finish line**

One accessible storyboard page contains three labelled original frames, timing, mood, and visible action; a viewer can explain the sequence without hearing the music.

EVIDENCE**Show direction and change**

1. Which pacing options did AI suggest, which one did you direct, and what made it fit the mood?
2. What did the viewer misunderstand without the track, and which frame did you change after that test?

Beat-drop storyboard

Storyboard an original 30-second visual moment around a permitted piece of music, showing the mood and action before, on, and after one beat drop.

01 BUILD



02 JUDGE



03 PROVE

CHECKS

Test use and the dangerous edge

1. Can a viewer follow the before, drop, and after sequence from labels, contrast, and reading order alone?
2. Are the frames, words, and images original or permitted, with no copied lyrics, private media, or unlicensed footage?

PERMISSION

Permission and privacy boundary

Keep copyrighted music private unless the family has the right to share it. Use original frames and words, never upload private recordings or copied lyrics, and get parent approval before any public post.

PATTERNS

Direction patterns

Options with tradeoffs | Stress test

RESCUE

The smaller still-shippable fork

Ship three clearly labelled original frames around the beat drop. Colour, animation, extra shots, and public sharing can wait.

COPY, ADAPT, DIRECT

Ask me about the audience, mood, permitted track, and what must change at the beat drop. Offer three pacing options with tradeoffs, but do not choose. Keep all frames original and help me test whether the sequence works without audio.

Side-project sketch

Sketch a small, honest offer for a problem one known person actually has, then make a private one-screen landing-page mock with a fair test price.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Ask one known person about a repeated problem, record their words with permission, and choose the smallest useful result you could responsibly provide.

STEP 2**Set the boundary**

Write a one-sentence offer, who it is for, what is included, what is excluded, and a fair test price without income or outcome claims.

STEP 3**Direct and decide**

Use AI to compare three headlines and action lines, choose the clearest pair, and record why the other options were weaker.

STEP 4**Test and ship**

Build a private phone-sized mock, ask the person what they expect to happen next, and revise any misleading or confusing wording.

DONE**The exact finish line**

One private screen names the real problem, audience, bounded offer, inclusions, exclusions, fair test price, and next step without taking payment or promising results.

EVIDENCE**Show direction and change**

1. What did the known person say the problem was, and which part of your offer changed after listening?
2. Which headline and action line did you choose, and what risk or confusion made you reject the others?

Side-project sketch

Sketch a small, honest offer for a problem one known person actually has, then make a private one-screen landing-page mock with a fair test price.

01 BUILD



02 JUDGE



03 PROVE

CHECKS**Test use and the dangerous edge**

1. Can the intended person explain what is included, excluded, priced, and expected next without asking you?
2. Does any line imply guaranteed money, results, urgency, hidden terms, or a payment action that an adult has not approved?

PERMISSION**Permission and privacy boundary**

Keep the mock private. Do not collect payment, publish an offer, contact strangers, use another person's words or identity, or create accounts without the known person's permission and a parent's explicit approval.

PATTERNS**Direction patterns**

Clarify before acting | Options with tradeoffs | Stress test

RESCUE**The smaller still-shippable fork**

Ship a private one-screen mock with the real problem, one honest sentence, one fair test price, and a no-payment next step.

COPY, ADAPT, DIRECT

Ask me one question at a time about the known person, their exact problem, and the smallest responsible result. Help me compare three truthful offer lines. Do not claim income or outcomes, take payment, publish, or contact anyone.

Poster studio

Design an accessible poster for an approved event, band, cause, club, or personal project, with one clear message and one permitted next action.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Confirm the owner, audience, approved facts, permitted action, and any words, logos, photos, or contact details you are allowed to use.

STEP 2**Set the boundary**

Write the one line that must land, then ask AI for three layout directions with different hierarchy, mood, and accessibility tradeoffs.

STEP 3**Direct and decide**

Choose one direction and make the poster with original or licensed visuals, readable type, strong contrast, and a plain-language action.

STEP 4**Test and ship**

Test it at phone size and from a distance, ask someone what they notice and would do, then fix the first misunderstanding.

DONE**The exact finish line**

A share-ready PNG or PDF has one approved message, readable hierarchy, sufficient contrast, useful alternative text, and an action the owner has checked.

EVIDENCE**Show direction and change**

1. Which layout direction did you choose, and how did the audience or message make it the strongest option?
2. What did the first viewer notice or miss, and which design decision did you change after the test?

Poster studio

Design an accessible poster for an approved event, band, cause, club, or personal project, with one clear message and one permitted next action.

01 BUILD



02 JUDGE



03 PROVE

CHECKS

Test use and the dangerous edge

1. Can someone read the essential message and action at phone size, with zoom, and without relying on colour alone?
2. Has the owner approved every fact, logo, image, name, contact detail, and public-sharing destination used in the poster?

PERMISSION

Permission and privacy boundary

Use only approved facts and original, licensed, or explicitly permitted media. Remove private contact details and faces without consent, and let the owner and parent approve any public sharing.

PATTERNS

Direction patterns

TCCA - the base brief | Options with tradeoffs | Stress test

RESCUE

The smaller still-shippable fork

Ship one accessible poster with one approved line, two colours, one original or permitted focal image, and one clear action.

COPY, ADAPT, DIRECT

Use only the approved facts and permitted assets I provide. Ask about audience, one message, one action, and accessibility needs. Offer three layout directions with tradeoffs, flag missing permission, and wait for me to choose.

Research explainer agent

Build a bounded research agent that answers one narrow science question from checkable primary or authoritative sources, then ship a short verified explainer.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Choose one low-risk science question, define the audience and scope, and exclude health, legal, safety-critical, or private-person conclusions.

STEP 2**Set the boundary**

Set the research agent rules: prefer primary or authoritative sources, return links and dates, label uncertainty, and stop after five strong sources.

STEP 3**Direct and decide**

Run a small search, open every cited source yourself, reject at least one weak result, and correct any claim the source does not support.

STEP 4**Test and ship**

Write a short explainer in your own structure, link the checked sources, ask a reader to explain the answer back, and revise.

DONE**The exact finish line**

A short accessible explainer answers one narrow question, links every material claim to an opened source, labels uncertainty, and records one rejected weak result.

EVIDENCE**Show direction and change**

1. Which source did you reject, what made it weak, and how did that decision change your final explanation?
2. Which material claim did you verify manually, and where in the opened source is the supporting evidence?

Research explainer agent

Build a bounded research agent that answers one narrow science question from checkable primary or authoritative sources, then ship a short verified explainer.

01 BUILD



02 JUDGE



03 PROVE

CHECKS

Test use and the dangerous edge

1. Can a reader trace every material factual claim to a dated, opened source that actually supports the wording?
2. Does the explainer separate established evidence, interpretation, uncertainty, and questions the research could not answer?

PERMISSION

Permission and privacy boundary

Use public, checkable sources and share the minimum quoted material. Do not upload private records or make medical, legal, or safety-critical recommendations; a parent approves public sharing.

PATTERNS

Direction patterns

Bounded agent brief | Check claims and evidence | Stress test

RESCUE

The smaller still-shippable fork

Check one narrow claim against two opened authoritative sources, then ship a short explanation with both links and one uncertainty note.

COPY, ADAPT, DIRECT

Research my narrow science question using primary or authoritative sources first. Return each claim with a link, date, supporting point, and uncertainty label. Stop after five strong sources and give me an audit checklist before drafting any summary.

Neighbour help plan

Plan one small, requested action that could help a neighbour, relative, team, club, or community group this weekend without exposing private information.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Ask a known person or approved group what would genuinely help, record only what they permit, and make sure no one is being volunteered without consent.

STEP 2**Set the boundary**

Choose the smallest safe action, then write who approves it, what is needed, when it happens, and the point where an adult must step in.

STEP 3**Direct and decide**

Use AI to identify missing steps, privacy risks, access needs, and two smaller routes; choose the plan that can finish responsibly.

STEP 4**Test and ship**

Show the plan to the person and parent, revise from their response, then save the approved action, timing, limits, and check-in.

DONE**The exact finish line**

One approved plan names the real request, smallest helpful action, owner, timing, materials, limits, adult checkpoint, and how the person will confirm whether it helped.

EVIDENCE**Show direction and change**

1. What did the person actually ask for, and which part of your first idea changed after you listened?
2. Which smaller route did you choose, who approved it, and what evidence will show whether the action helped?

Neighbour help plan

Plan one small, requested action that could help a neighbour, relative, team, club, or community group this weekend without exposing private information.

01 BUILD



02 JUDGE



03 PROVE

CHECKS**Test use and the dangerous edge**

1. Does every named person understand and agree to their role, timing, contact method, and any public or shared information?
2. Would the action remain safe if a detail changes, someone cannot attend, or the helper encounters a task meant for an adult?

PERMISSION**Permission and privacy boundary**

Work only with known people or parent-approved groups. Do not expose addresses, schedules, health, access, identity, or contact details, and do not perform risky, regulated, or adult-only tasks.

PATTERNS**Direction patterns**

Clarify before acting | Options with tradeoffs | Stress test

RESCUE**The smaller still-shippable fork**

Ship the smallest approved action plan: who requested help, what you will do, when, the adult checkpoint, and how they will confirm it helped.

COPY, ADAPT, DIRECT

Ask me one question at a time about the known person, their requested help, permission, limits, and adult checkpoint. Help me compare two smaller actions, flag privacy or safety risks, and wait for the person and parent to approve the plan.

Machine myth-buster agent

Build a bounded research agent that tests one low-risk claim about cars or machines against opened evidence, then ships a clear verdict with limits.

01 BUILD



02 JUDGE



03 PROVE

STEP 1**Frame the mission**

Write one low-risk machine claim you are curious about, define what would count as support or contradiction, and keep physical testing out of scope.

STEP 2**Set the boundary**

Set the agent rules: use manufacturer, regulator, standards, or technical primary sources first; return dates, links, and uncertainty; stop when evidence is weak.

STEP 3**Direct and decide**

Run the search, open every source, compare at least two independent pieces of evidence, and record one result you rejected or corrected.

STEP 4**Test and ship**

Write a short verdict in your own words with the evidence links and limits, then ask a reader to separate the claim, proof, and uncertainty.

DONE**The exact finish line**

A short accessible myth-buster states one claim, a supported or unresolved verdict, at least two opened sources, one rejected weak result, and the limits of the evidence.

EVIDENCE**Show direction and change**

1. Which source or result did you reject, what was wrong with it, and how did the agent's answer change?
2. Which two pieces of evidence most affected your verdict, and where can another person verify each one?

Machine myth-buster agent

Build a bounded research agent that tests one low-risk claim about cars or machines against opened evidence, then ships a clear verdict with limits.

01 BUILD



02 JUDGE



03 PROVE

CHECKS

Test use and the dangerous edge

1. Could a reader tell which statement is the original claim, which evidence supports the verdict, and what remains uncertain?
2. Does any wording invite unsafe physical testing, repair, driving, or maintenance action beyond the evidence and an adult's authority?

PERMISSION

Permission and privacy boundary

Use public technical sources and no private vehicle, owner, location, or diagnostic data. Do not physically test, repair, drive, disable safeguards, or give safety-critical instructions; involve a qualified adult.

PATTERNS

Direction patterns

Bounded agent brief | Check claims and evidence | Stress test

RESCUE

The smaller still-shippable fork

Test one low-risk claim against two opened authoritative sources and ship a three-sentence verdict with links, limits, and no physical action.

COPY, ADAPT, DIRECT

Test my low-risk machine claim using manufacturer, regulator, standards, or technical primary sources first. Return links, dates, supporting points, and uncertainty. Do not suggest physical tests, repairs, driving, or disabled safeguards. Stop after five strong sources.