

TEAM A(I)DOL · CMU ENTERTAINMENT TECHNOLOGY CENTER · WEEK 7 · OCT 5–9, 2026



Week 7 Update

Art × Choreo × World × Ops

You are not managing an idol. You ARE one.

1 · DESIGN

Design

The choreo video pipeline, new World video and the music feature doc — then art and UI refinement.

For the player: pick a song, line up moves, watch the stage

Four steps, from a song to a finished stage video

1

Pick a song
from the tracks in the game

2

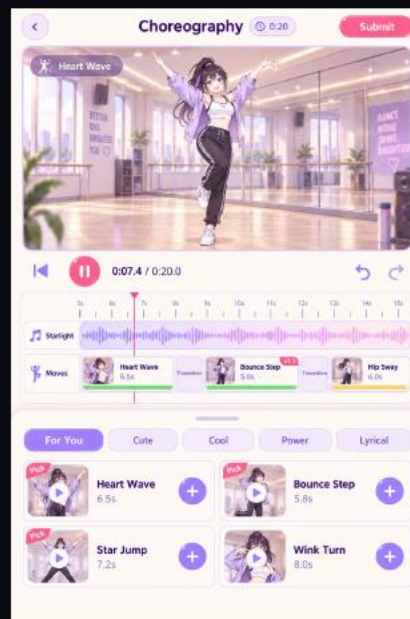
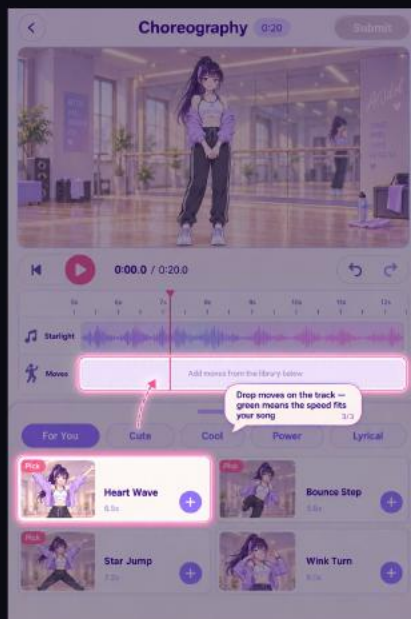
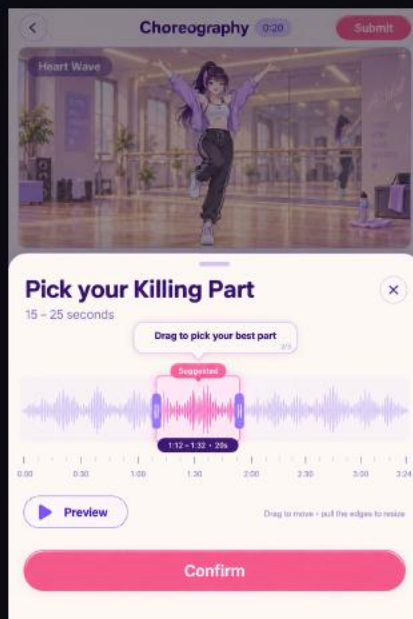
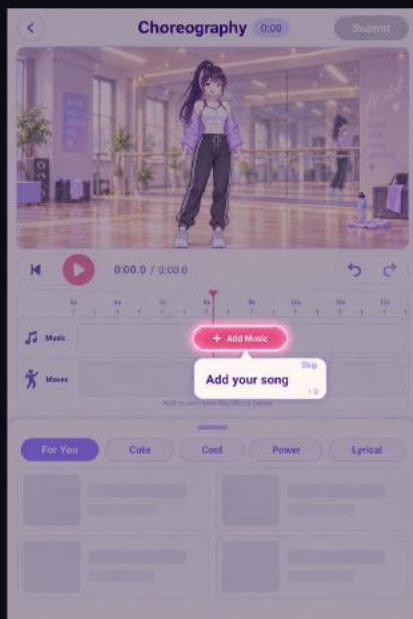
Line up moves
drag move cards onto the beat
timeline

3

Set the stage
stage theme + the idol's outfit

4

Watch
a 15–30 s stage video, camera cut
on the beat



Lyric editing is where the player becomes an author

AI writes to listenable. It does not write to natural.

[Verse 1]

早晨的光亮得刚刚好
今天没什么能让我慢半秒
口袋里揣着糖 心跳得轻快
每走一步 世界就 rewind

等红灯的时候也忍不住在跳
所有人都在看 那就看好
今天好像什么都做得到
你看我这张脸就知道

[Pre-Chorus 1]

ドキドキ、ドキドキ
停不下来、停不下来
在指尖上化开 —

[Chorus]

SUGAR BOOM! — 炸开了 飞出我的手
SUGAR BOOM! — 再也不回头
キラキラ、キラキラ、everywhere I go
SUGAR BOOM! — 甜的爆炸、let it blow

[Verse 1]

看阳光的色彩 眼睛快睁不开
Nothing's gonna slow me down today
彩虹融化阴霾 今天心情 not bad
每走一步 世界都像在 rewind
就算等红灯 我也在摇摆
Everybody's looking, 我不理睬
耳机里音乐速度突然变快
不用准备马上和我一起来

[Pre-Chorus 1]

ドキドキ、ドキドキ
对我着迷 完全着迷
甜蜜咒语 别呼吸 你要听仔细

[Chorus]

SUGAR BOOM! — 炸开飞向宇宙
SUGAR BOOM! — 已经不能回头
キラキラ、キラキラ、快跟我走
SUGAR BOOM! — 甜过头、藏不住、let it blow

AI drafts, people write lyrics. That is already how K-pop works.

Choosing a reference is multiple choice. Editing lyrics is authorship.

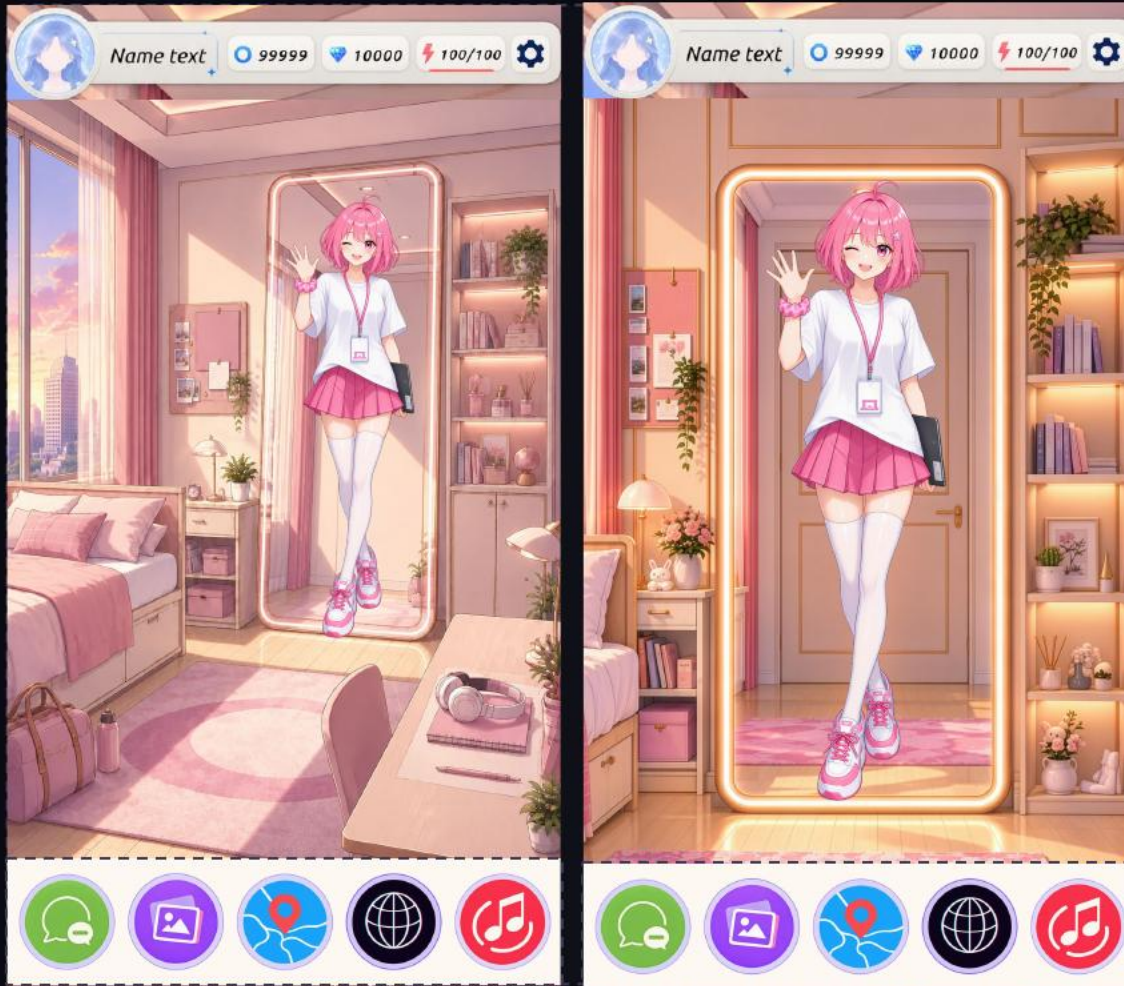
“I wanted to share the version I had edited myself.”

Product: build the lyric-edit step. Native writers on IP tracks.

Art and UI this week



UI refinement

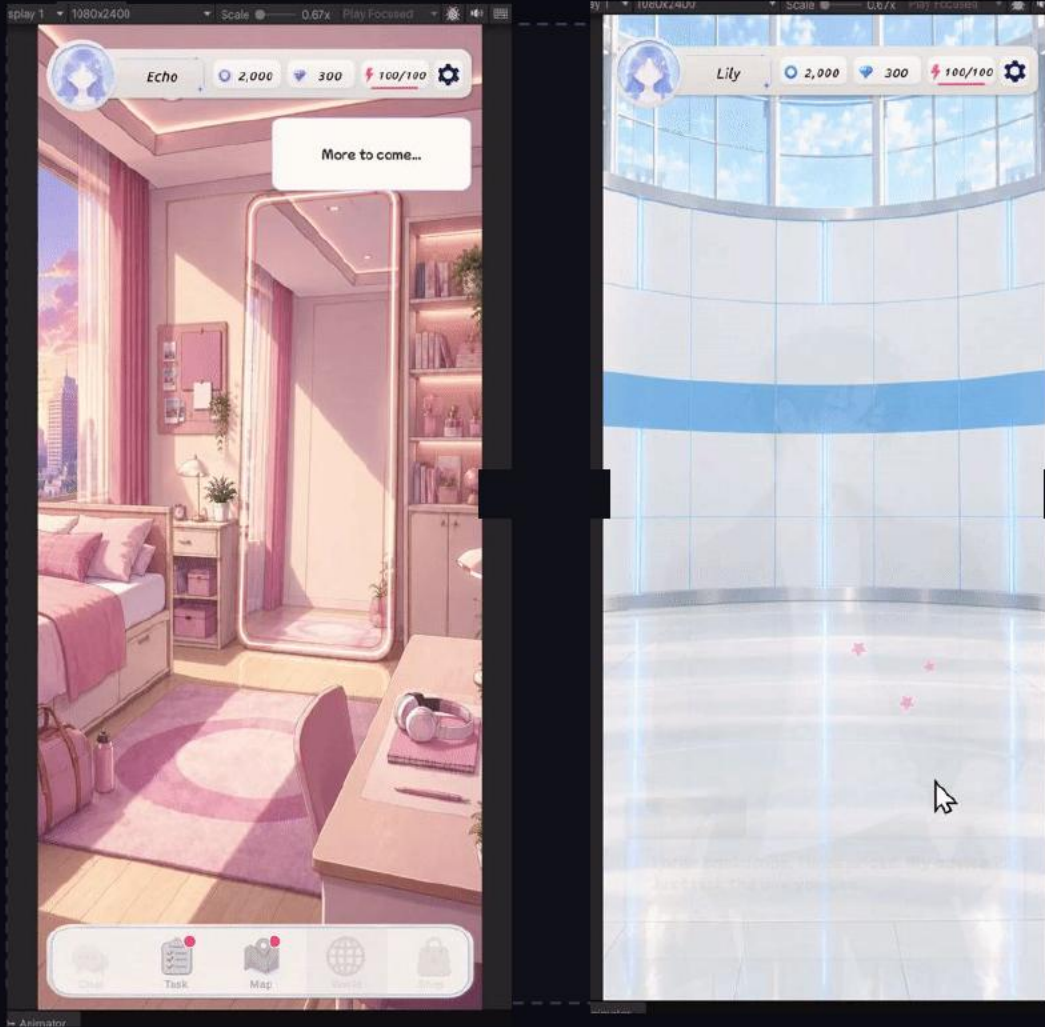


2 · TECHNOLOGY

Technology

World features, the end-of-experience flow, and each engineer's week.

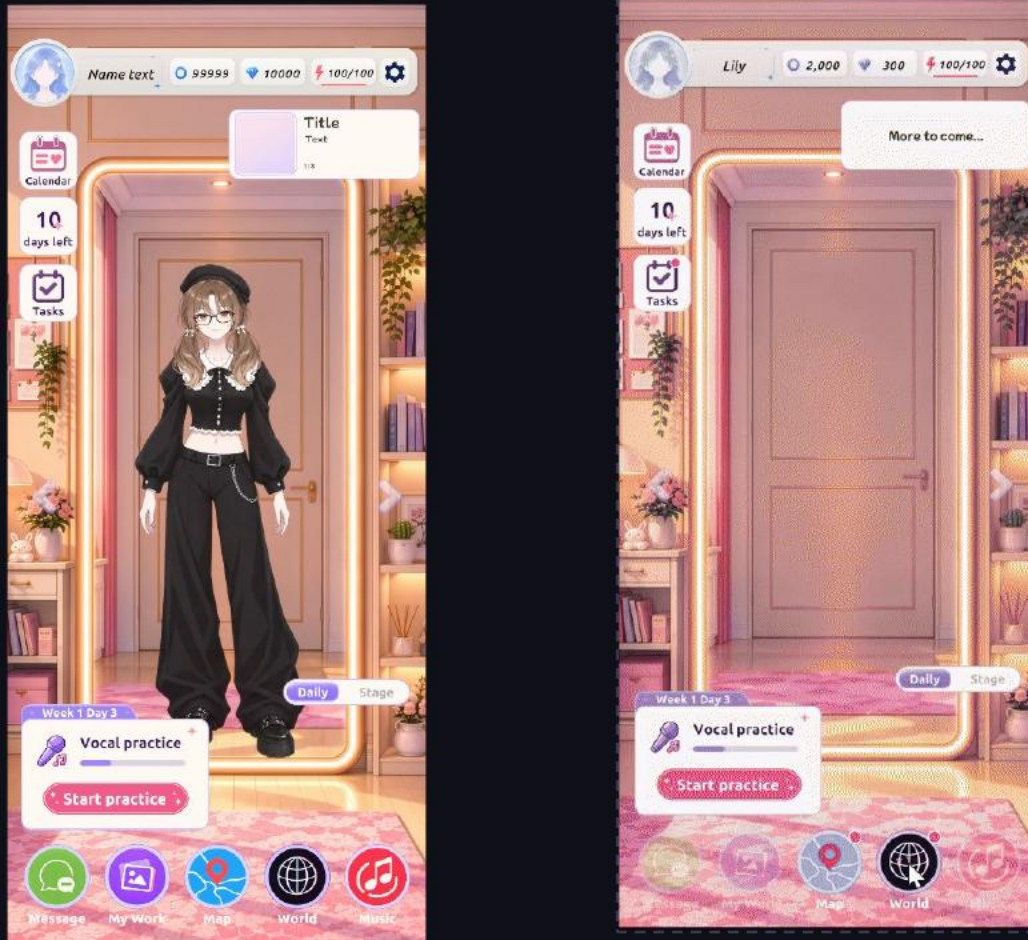
Tao — Notification System



SUGGESTED CONTENT

- Dorm & Top Notification UI
- Portrait & Video Generation hooked to notification
- Choice Highlight

Lily — Dorm 2.0 & World 2.0



- Fixed some bugs and features

- Dorm 2.0
 - replace UI
 - prepare for v2 new function

- World 2.0
 - comments
 - like function
 - replace UI prepare for v2

3 · OPS

Ops

Halves, the Week 12 playtest at the recording studio, and cost.

This week in operations

Week 12 playtest · timeline

- Recording studio approved; **ETC Support must be present** to supervise, approve, and assist with any of the following modifications:
 1. Wiring & Patching
 2. Layout Modifications
- **Setup & Theming:** All physical setups and project theming must be fully completed and approved before Tuesday, October 27th.
- **Final Testing:** All final testing, including a Safety Inspection, must be wrapped up no later than 5:00 PM on Friday, October 30th.

Outward

- Project website · weekly blog
- **Customer Discover 101:** 5 new customer interview done
next step, attend Oct 22 rolling cohort meeting
next step, 10 more customer interviews and attend Nov 4 rolling cohort meeting
final step, meet entrepreneurs-in-resident

Some slides are held back

This is the public edition of an internal advisor deck.

Model comparisons, prompts, cost tables, architecture and unreleased design are withheld.

They are published in full in the A(i)dol AI game development playbook, December 2026.