TEAM A(I)DOL · CMU ENTERTAINMENT TECHNOLOGY CENTER · WEEK 9 · OCT 26–30, 2026




# Week 9 Update

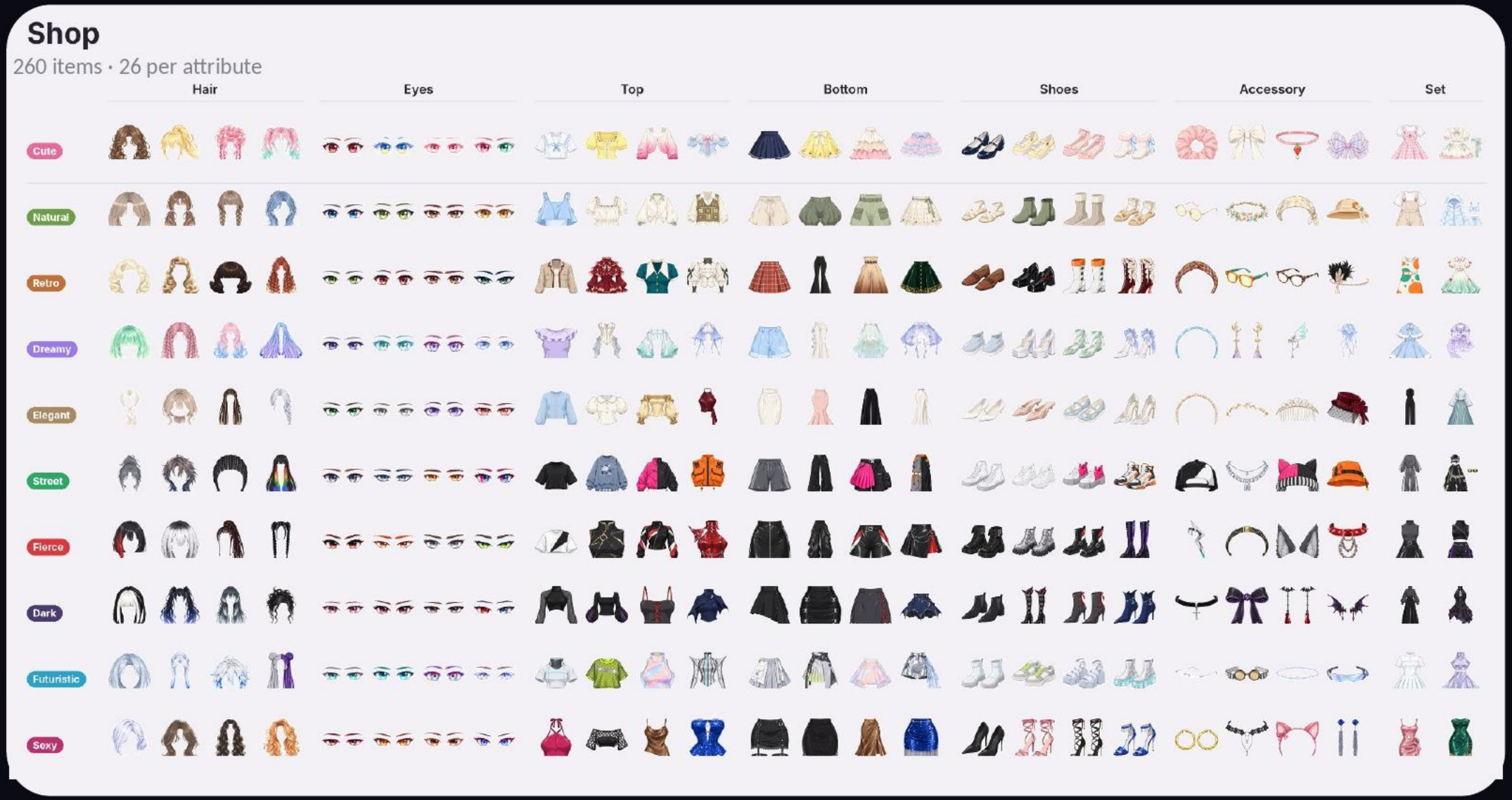
Design × Art × Tech × Ops

You are not managing an idol. You ARE one.

# Design

> Shop and looks, World, and song creation.

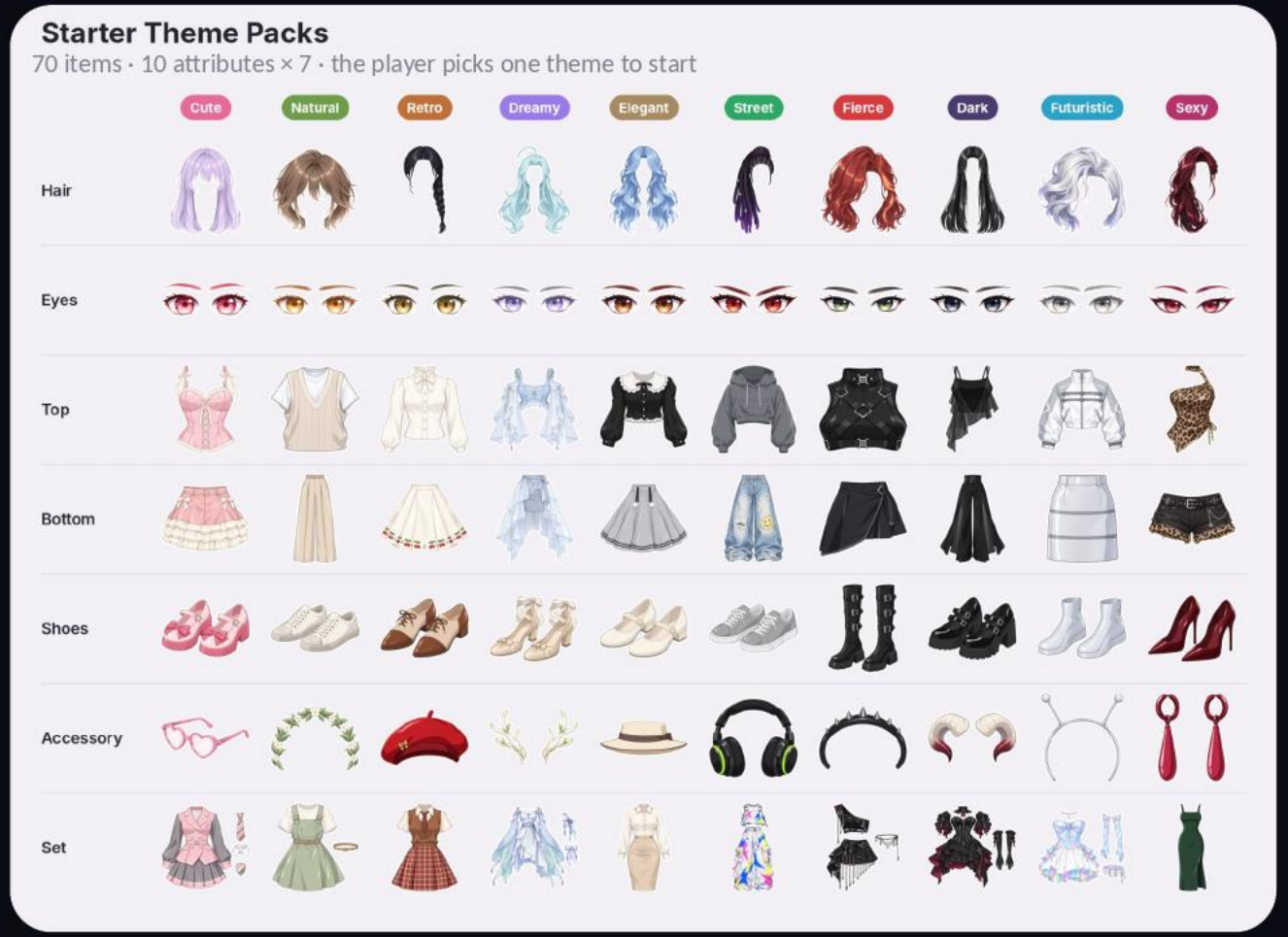
# Shop assets, regrouped



# Starter pack and shop

Everyone starts with ten sets. The shop sells the pieces.

**10 ATTRIBUTES** | **10 SETS**



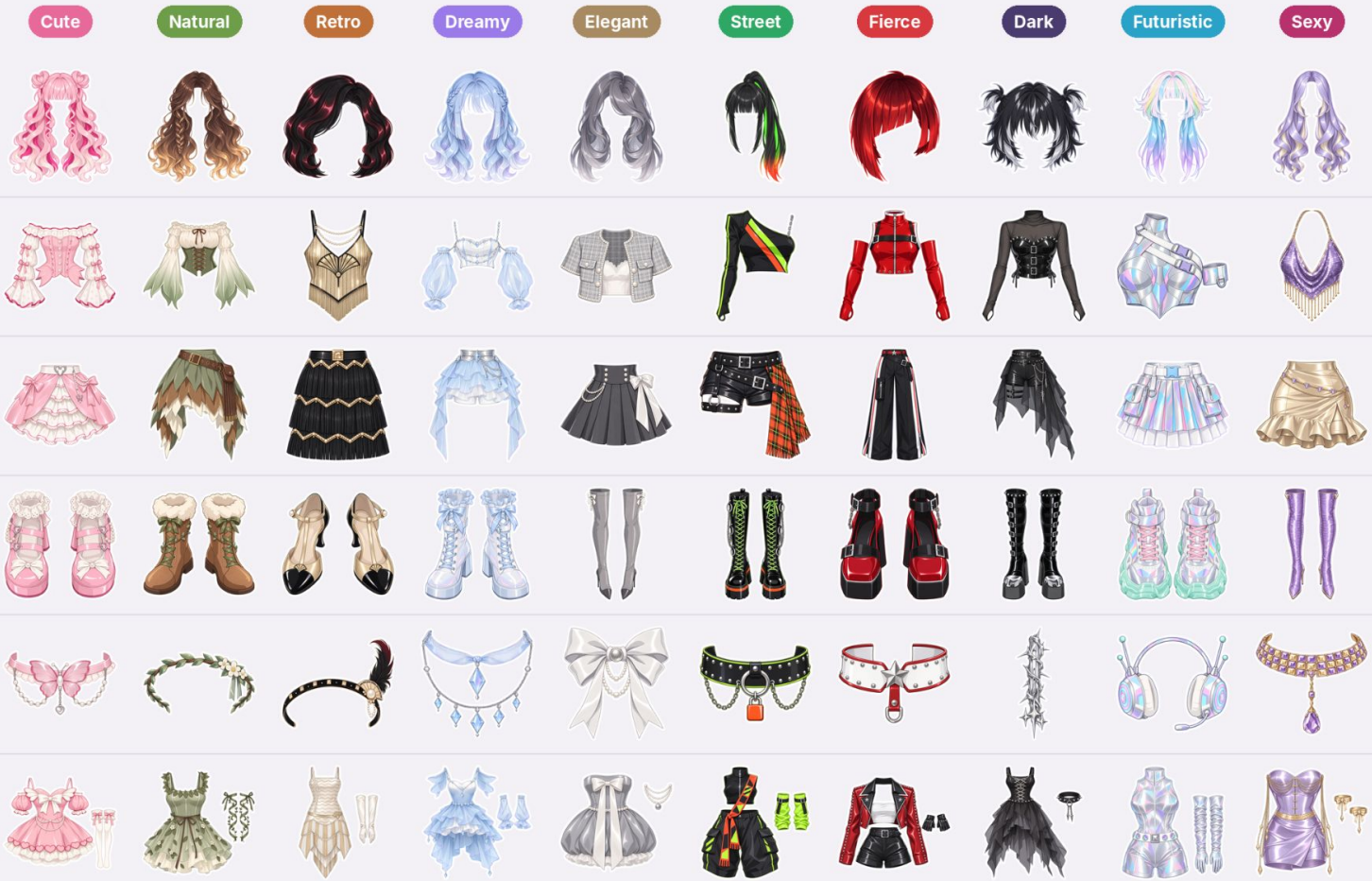
# Stage look: rent, don't own

RENT

10 SETS

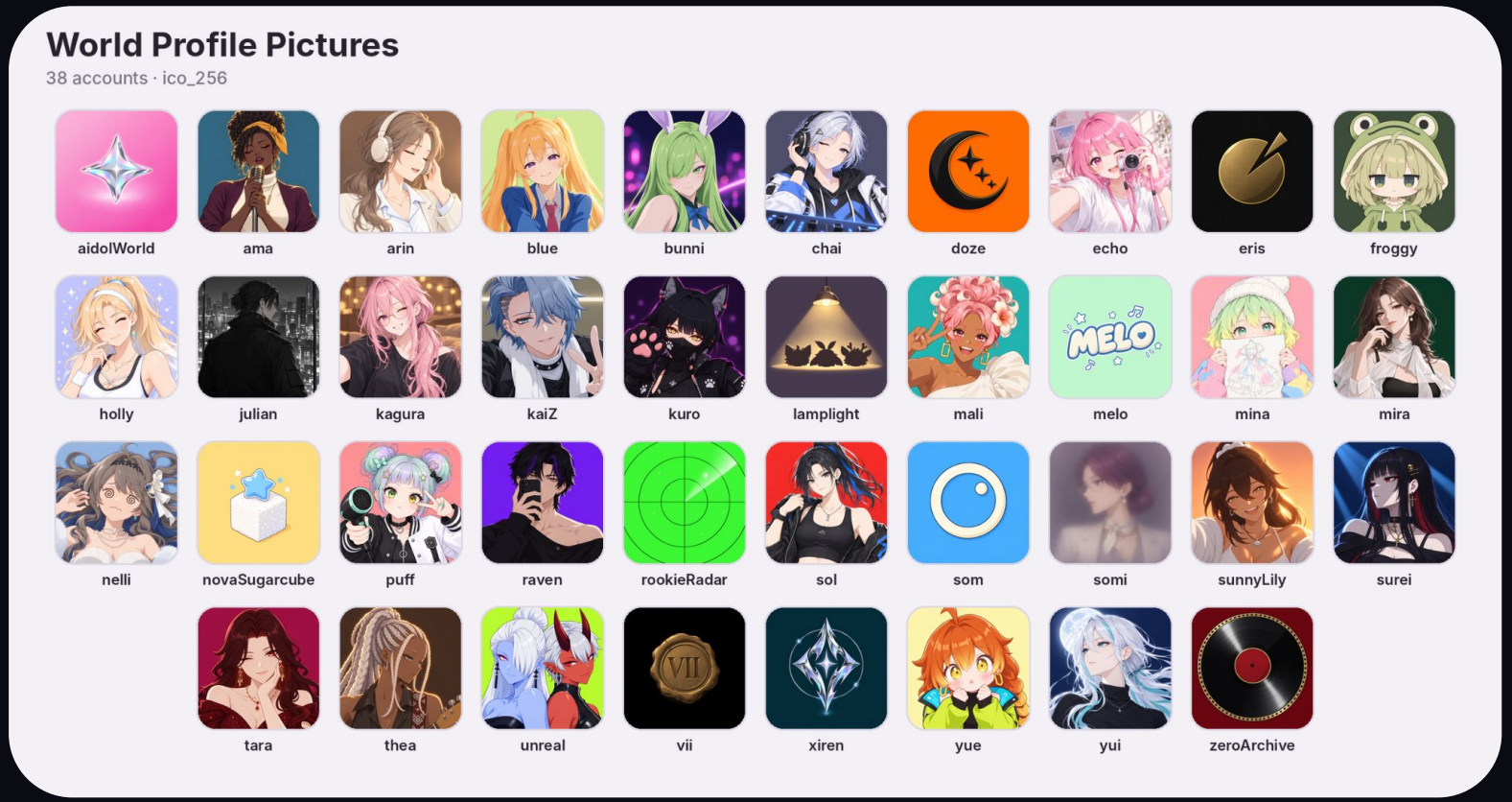
## Stage Looks

60 items · 10 attributes × 6 · rented from the company for the stage, not sold in the shop



# World videos, updated

More accounts, more kinds of video, a release schedule.




VIDEO TYPES

**4 new formats**

FEED

**20 → 57 videos**

# Four new accounts, four kinds of content




Ama · vocal lessons



VII · designer showcase



Froggy · daily + kid-pop



LampLight · song & dance

# Hum it or play it

Record a hum or a piano line. The model keeps your melody and writes the rest. Listen: reference, then result.

YOUR INPUT



Hum · reference

hum → melody

the model writes the rest

GENERATED SONG · INTRO



Final · intro



Piano · reference

piano line → melody

the model writes the rest

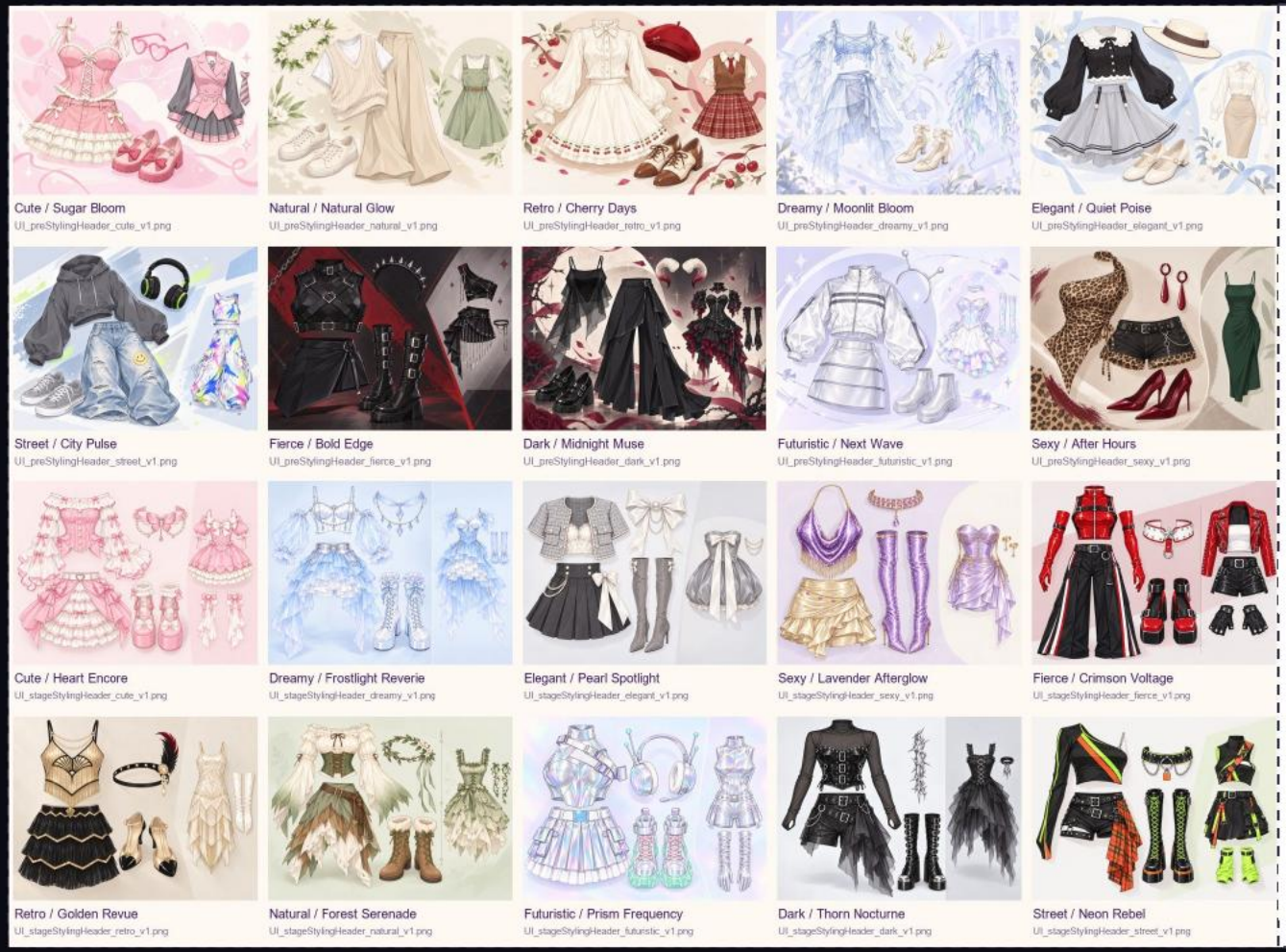


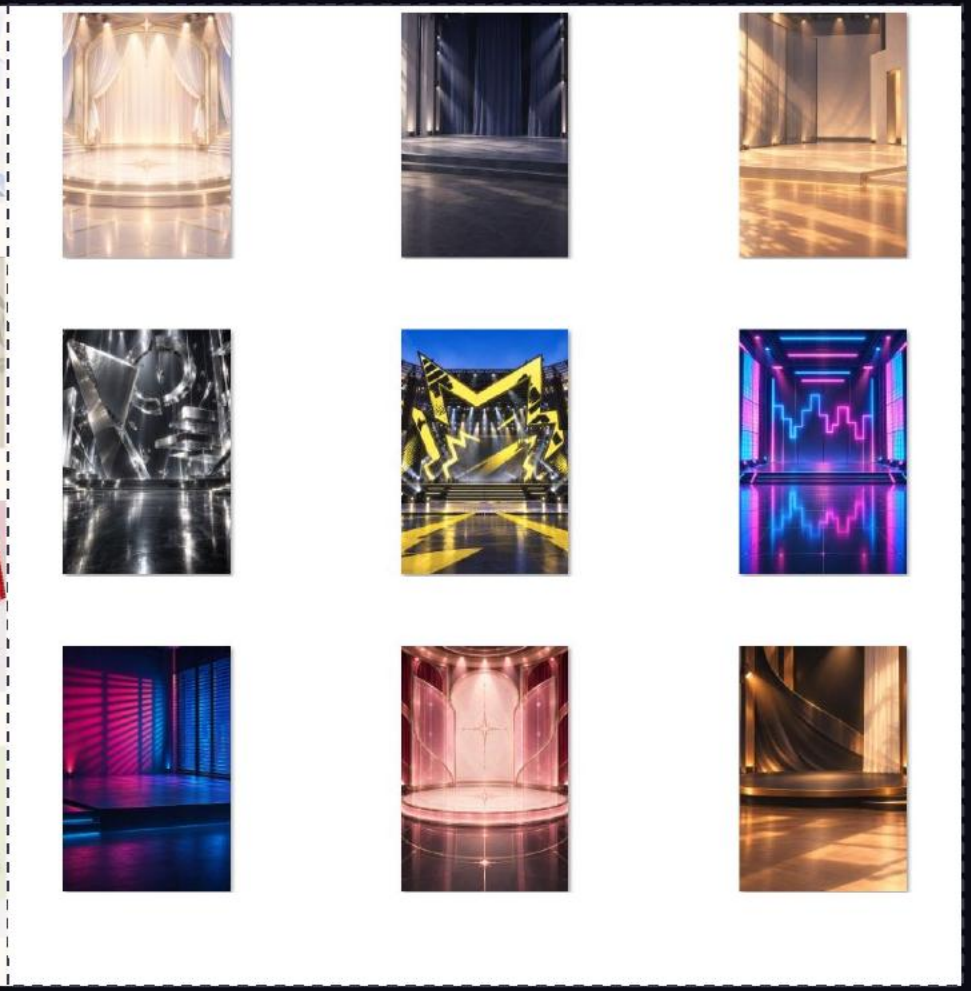
Final · intro

~10 seconds · optional, skip if you want · the melody stays yours, the arrangement is generated

# Art and UI this week

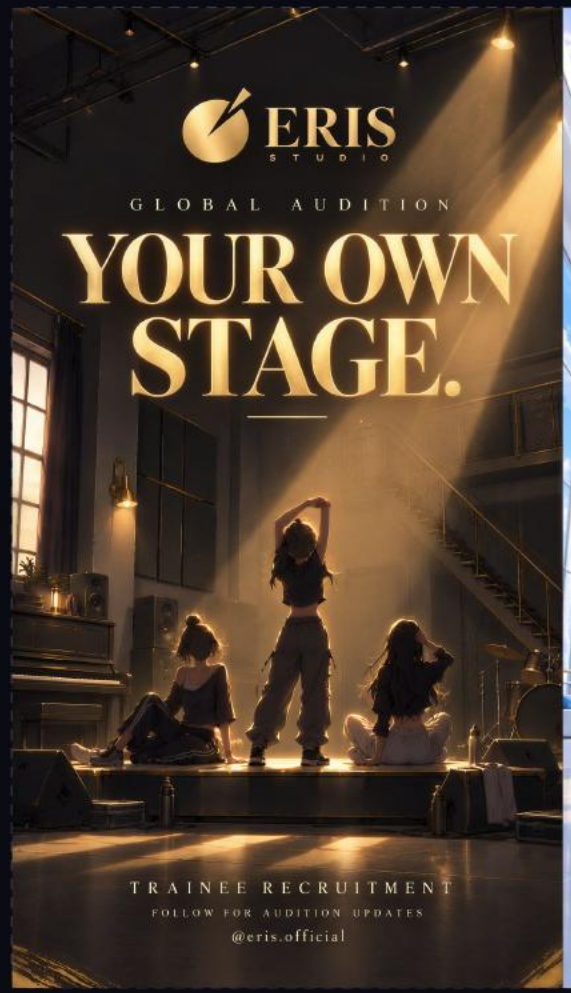
Style sets and stage backdrops

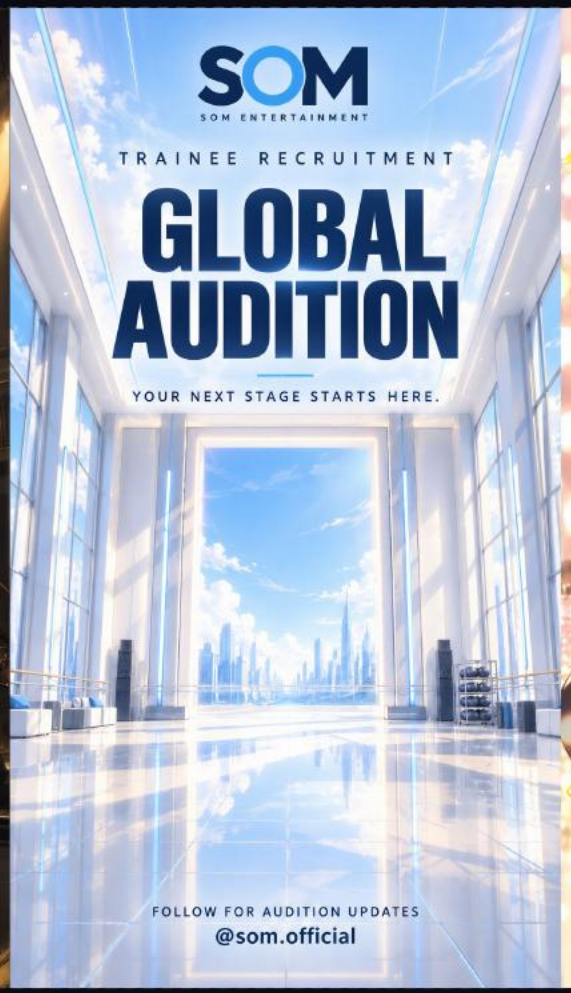


# Art and UI this week

World posters







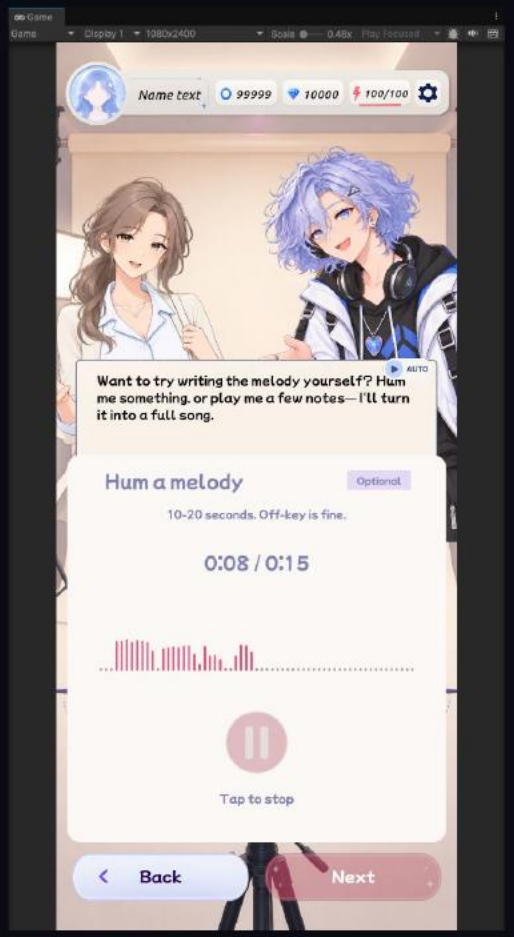


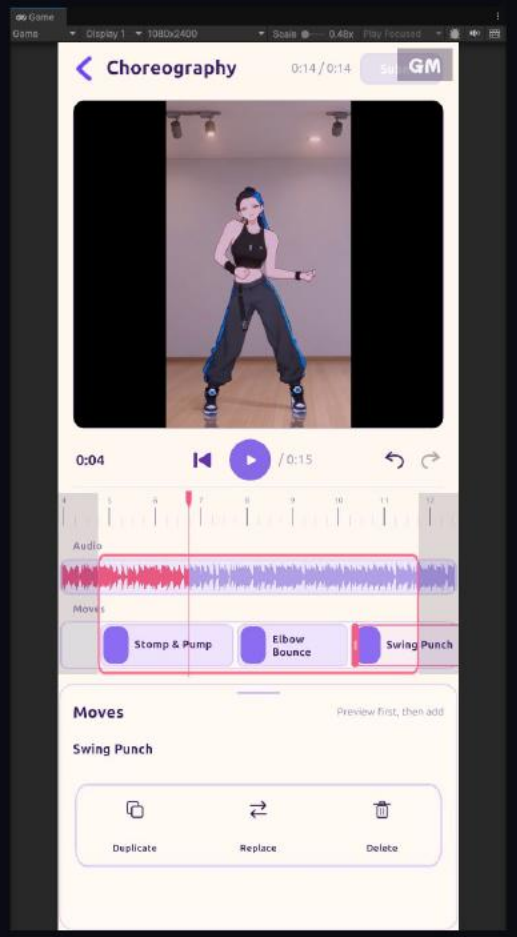
# Technology

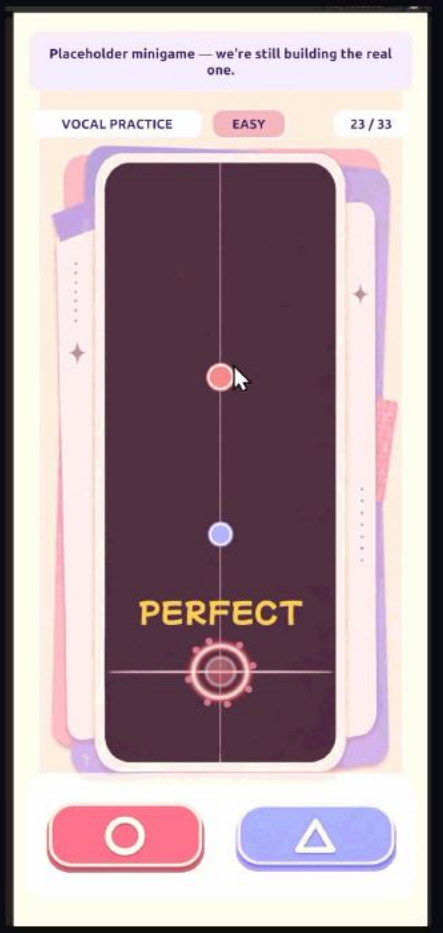
> Backend, Unity client, and playtest readiness.

# Song Create + Choreo

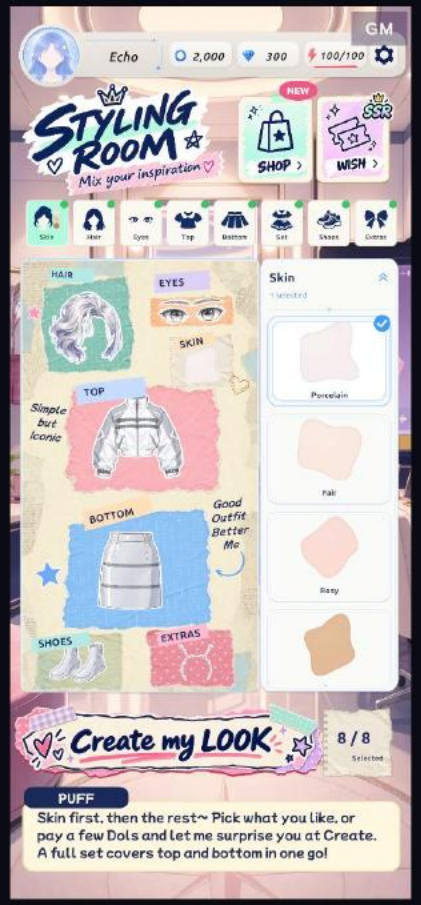


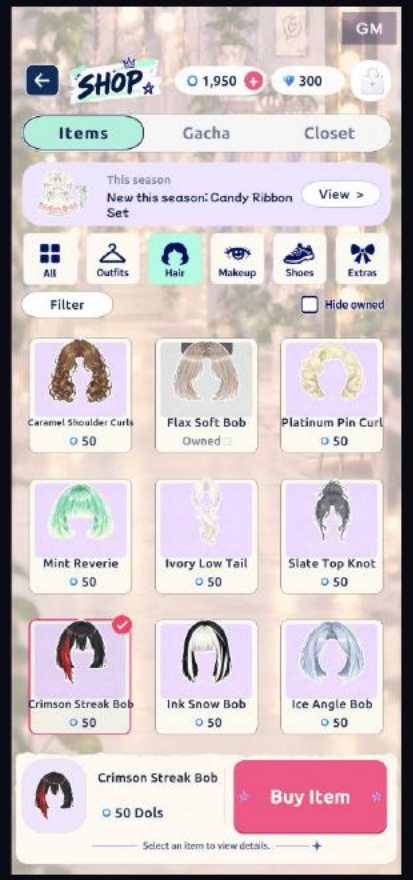



# V2 gameplay roadmap










- Shop system, along with the change of styling room

# Ops

> Playtest 2 lands on Oct 31. The room setup, the survey, Discord, and the investor deck.

# This week in operations

Oct 26 – Oct 30

## Playtest 2 · Oct 31

- Studio booked · setup on Friday afternoon
- Survey finalized · Round 2 on Oct 31
- Run-throughs Thu and Fri · gifts and merch ready

## Formation · counsel

- Engagement letter signed with outside counsel
- Incorporation still targeted before SXSW

## Funding · investors

- SXSW on track
- Incubator programs researched
- McGinnis entry

## Outward

- aidolworld.ai live · team email set up
- Discord community set up
- Week 8 blog published · project website live

# 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 Al game development playbook, December 2026.