

Part IV — Baselines (rules that never break)

These are the invariants. If code, docs, or habits contradict them, the baseline wins.

1. **The map stores facts; rules decide.** No walkability, cost, hazard, or LoS verdict ever lives in map data.
2. **Render never feeds back.** No rule or map datum may depend on what the render layer does.
3. **No derived storage.** Anything computable from the map (surfaces, adjacency) is computed or cached, never serialized.
4. **Append-only catalog.** Materials are added, never reordered or removed; maps reference them by index.
5. **Versioned formats, loud failure.** Every binary format carries a schema version; loaders reject mismatches, never silently repair.
6. **Deterministic.** Everything derived from `(map, seed)` reproduces identically given the same inputs.
7. **One tunable movement module.** The climb thresholds live in one place, not scattered constants.
8. **Layered, one-way.** Data and logic never import rendering; scripts stay focused; no circular dependencies.
9. **Tests gate every change.** `./run_tests.sh` must pass before anything lands.
10. **Docs change first.** When a rule changes: update this bible / `MAP_RULES.md` first, then the code, then the wiki mirror.
11. **Deterministic simulation.** No engine RNG in simulation paths — gameplay randomness comes from `DeterministicRng`, seeded per match. Sim math stays in integers and exact fractions.
12. **Rules are versioned.** Rule data carries a `RulesetVersion`; a match pins it, and clients that don't match refuse to join.
13. **State changes are commits.** Every mutation — including map edits — flows through the append-only, sequence-numbered commit log. No out-of-band mutation.

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