

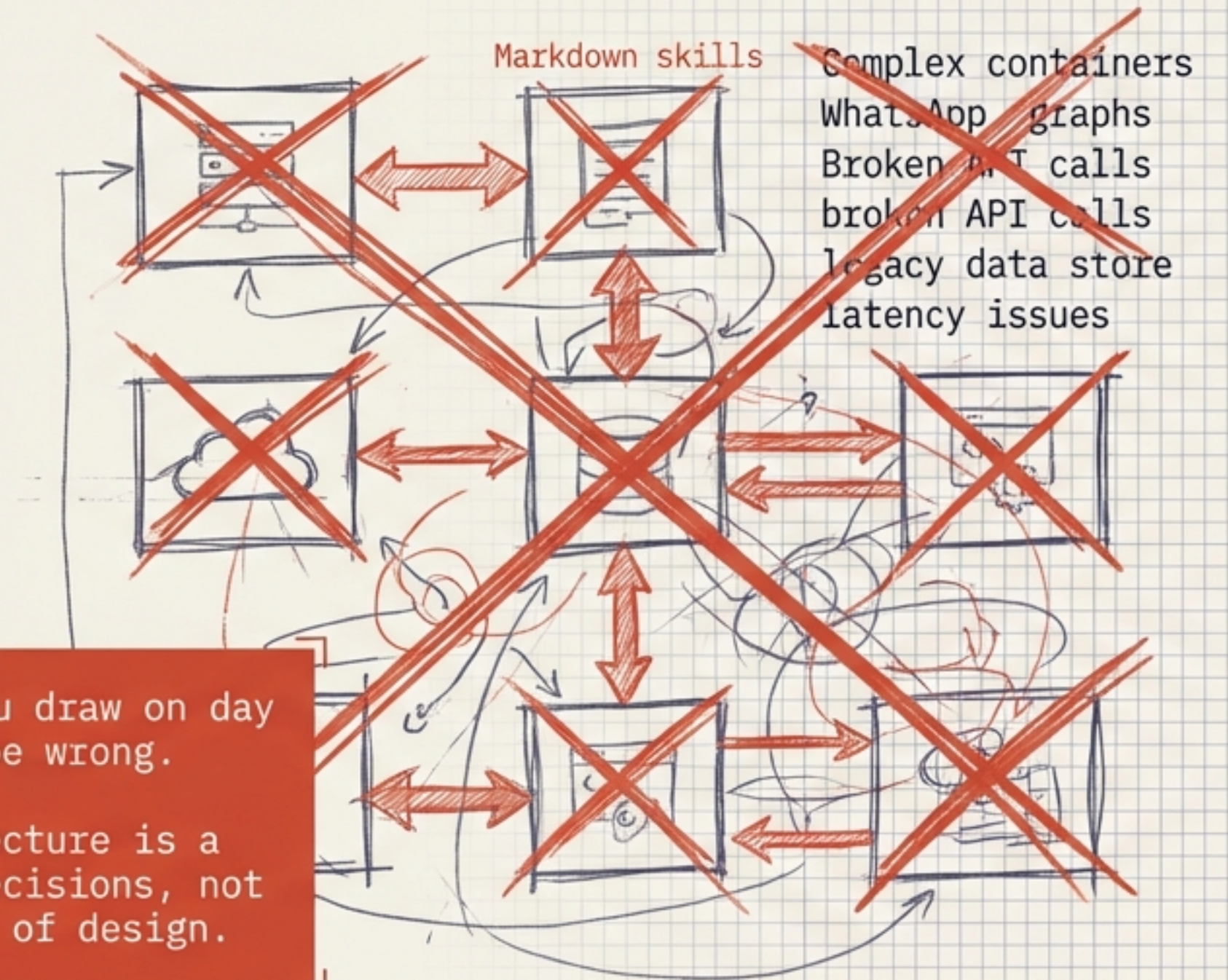


# Plans Are Useless, Planning Is Indispensable

## The Illusion



## The Reality

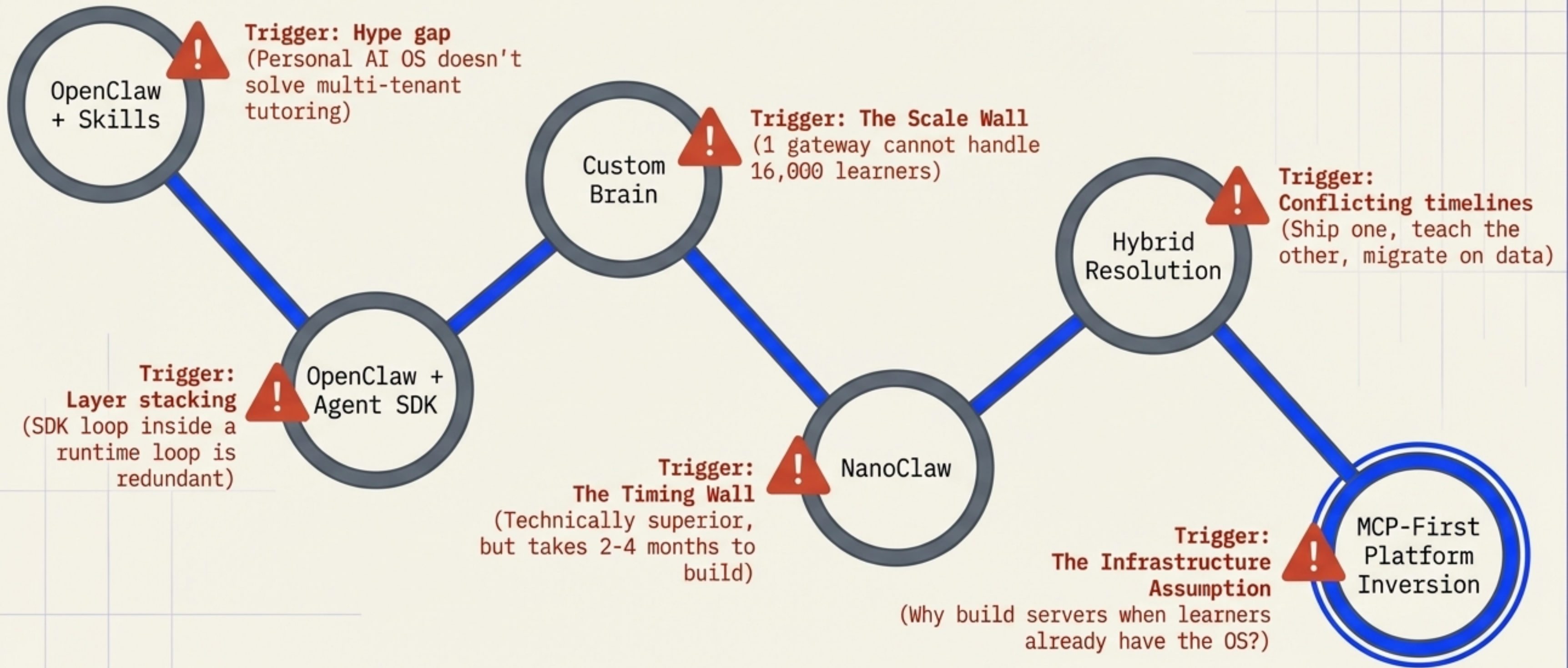


The diagram you draw on day one will be wrong.

















Good architecture is a sequence of decisions, not a single act of design.

The 6th Design: Clean, Obvious, Inevitable.

# The 6-Pivot Journey from Idea to MCP-First



# Why Good Plans Break Under Load

Architecture	IP Protection	Simplicity	Scale Economics	Timeline
Arch 1 (Markdown Skill)	 (Fails IP: Exposed plain text)			
Arch 2 (Agent SDK)		 (Fails Simplicity: Redundant loops)		
Arch 3 (Custom Brain)			 (Fails Scale: 90% LLM cost)	
Arch 4 (NanoClaw)				 (Fails Timeline: 2-4 months vs. weeks)

## The 90/10 Economic Rule:

LLM calls consume 90% of costs; infrastructure is 10%. Optimizing the 10% (Arch 4) without fixing the 90% is solving the wrong problem.

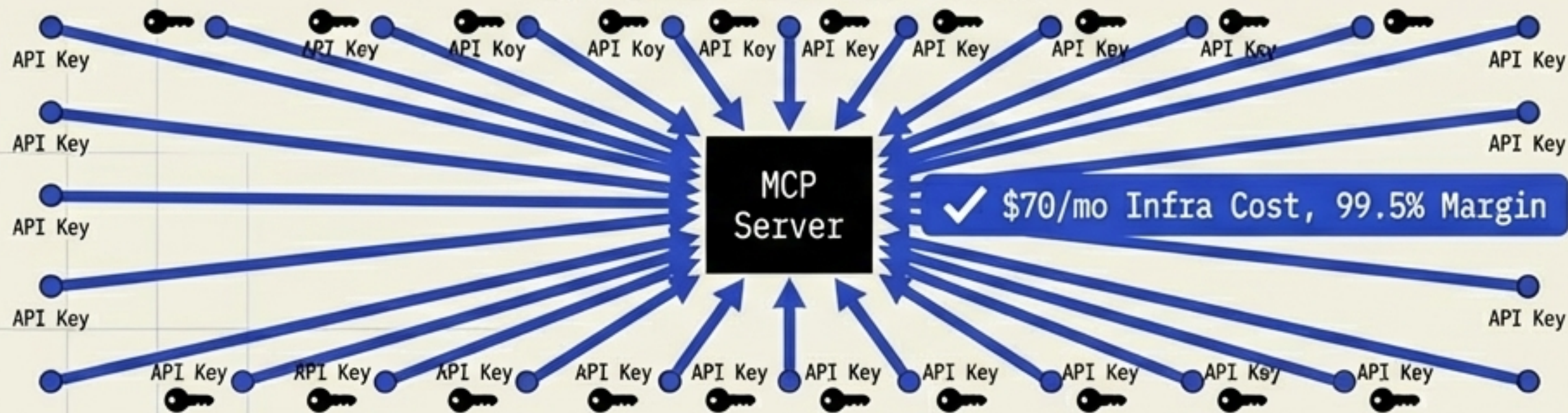
# The Breakthrough: The Platform Inversion

We stopped asking which infrastructure to build, and asked if we needed to build it. The learner's machine IS the infrastructure.

## The Default Assumption



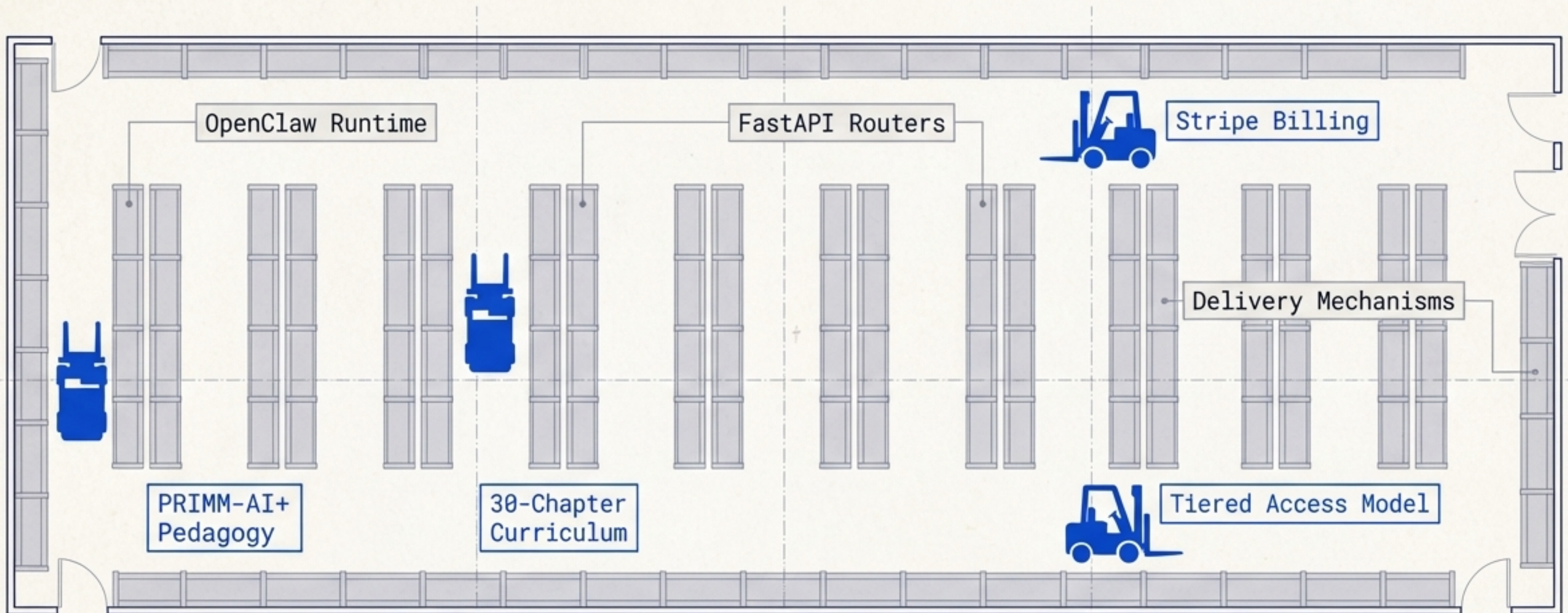
## The Platform Inversion



## Why MCP Makes It Work

- IP Protection (Black box execution)
- Monetization Gating (Tool-level access control)
- Zero LLM Cost (Learner brings the API key)

# Designing for Portability: The Warehouse Metaphor



## The Forklifts (Business Value)

They do the actual work. They transfer across architectures without changing substance.

## The Shelving (Implementation Choices)

They organize the space. They are ripped out and replaced every time the layout changes.

**Takeaway: The tools are the business. Everything else is plumbing.**

# 3 Principles from 6 Pivots

## 3. Question the Premise

(Challenge infrastructure, rethink costs).

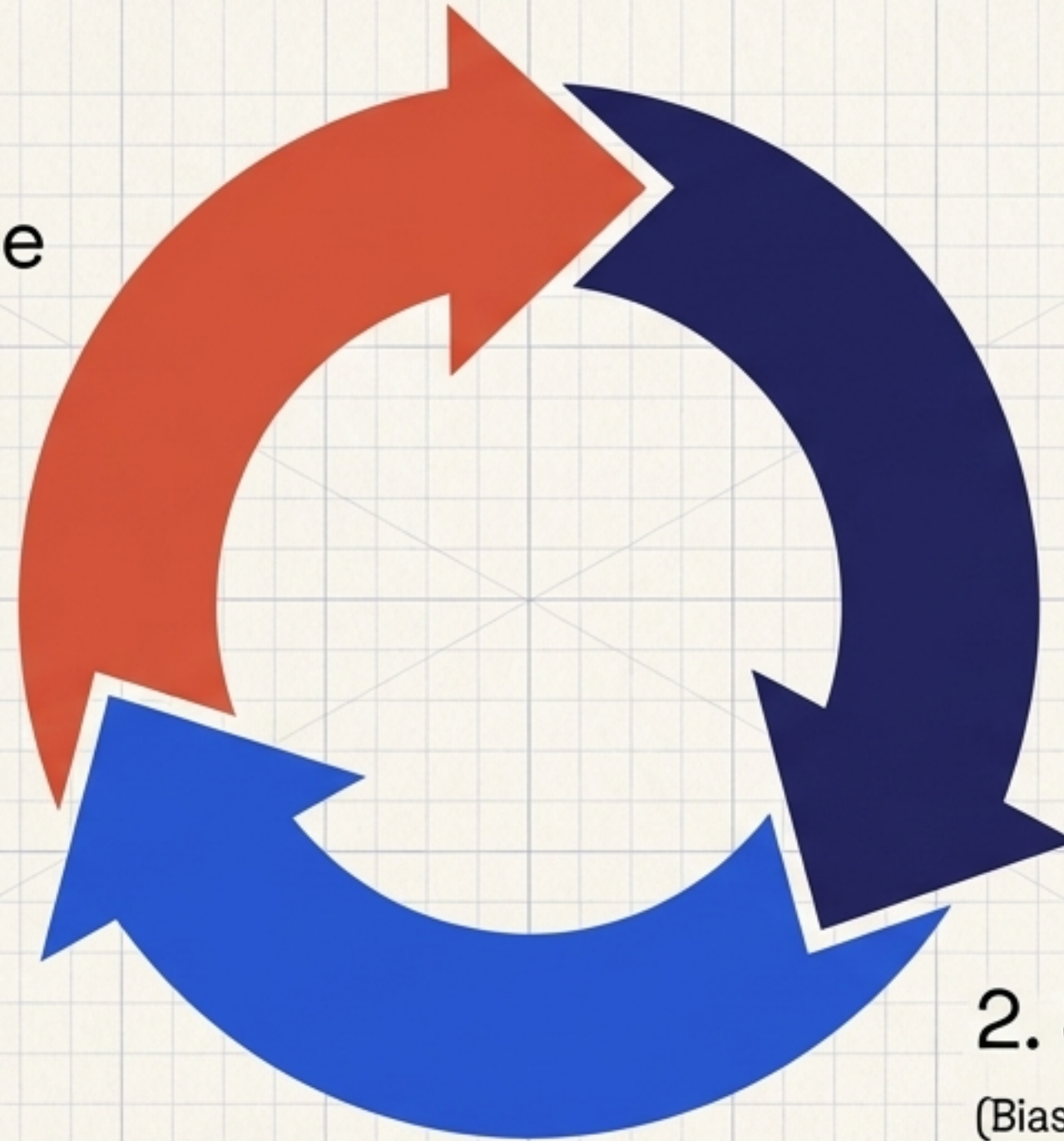
Real data exposes flawed assumptions, revealing when elimination beats optimization.

## 1. Structure for Replacement

(Layers, not monoliths). Designing isolated layers makes it safe to ship fast.

## 2. Ship & Learn

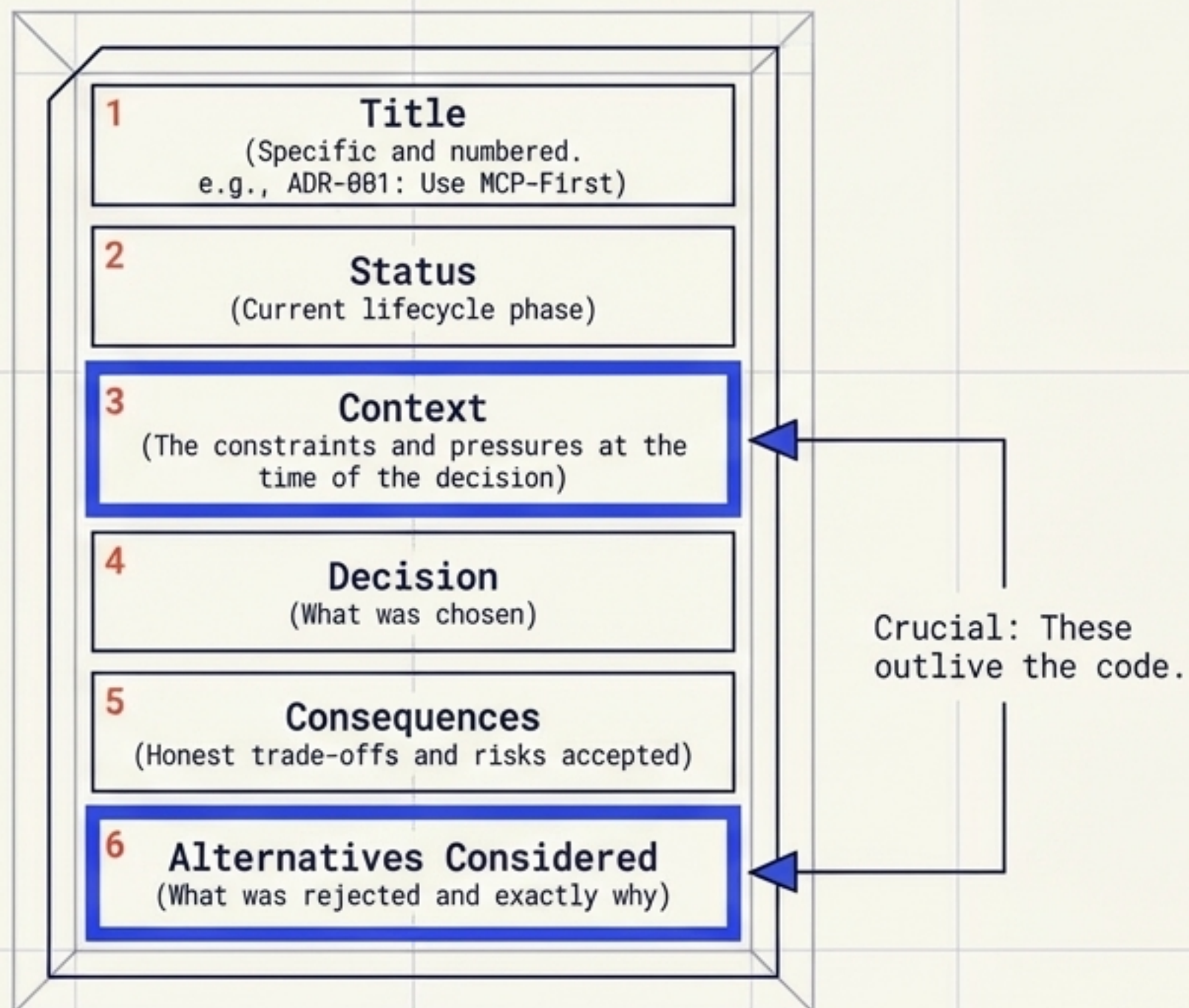
(Bias toward action, document reasoning). Shipping a working product imperfectly generates real data.



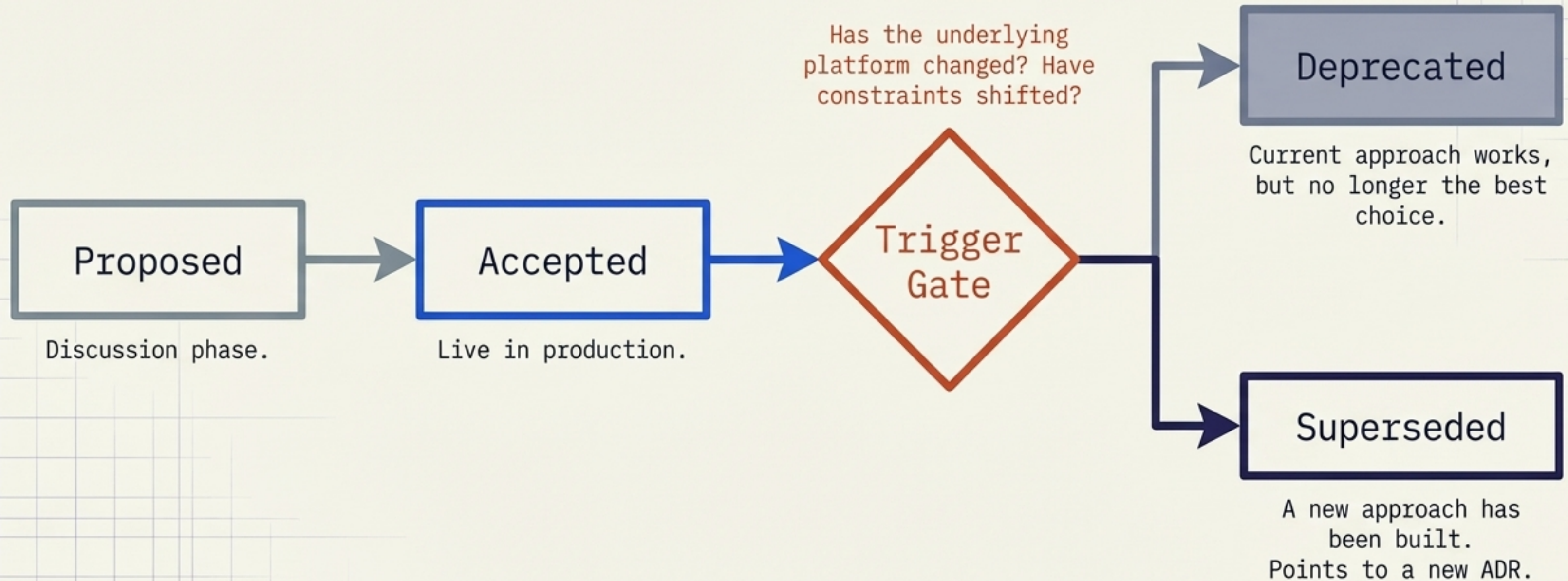
# The Amnesia Antidote: Architecture Decision Records

The code shows **WHAT** was built.

The ADR documents **WHY** it was built that way.

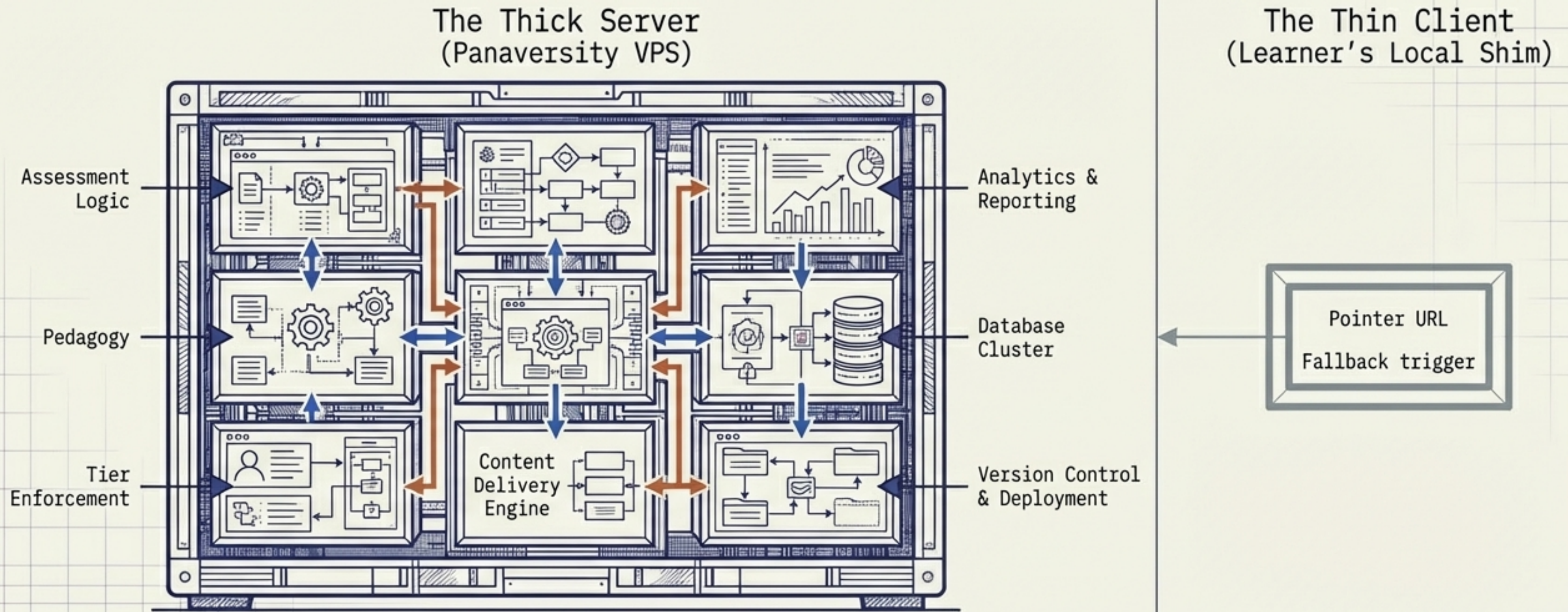


# Architecture is a Living Document



Rule: ADRs are not gravestones. They are an active decision trail tracking the evolution of the system.

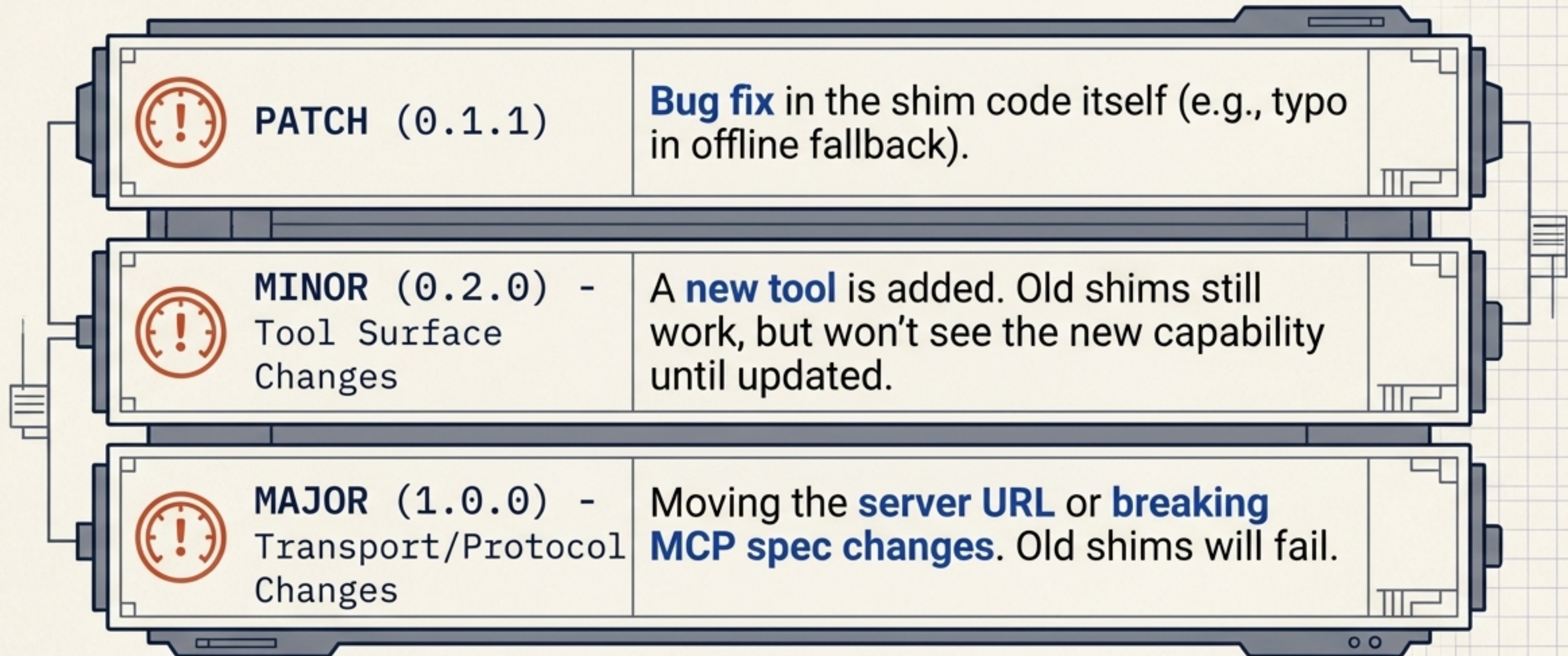
# Maintenance: The 95% Server-Side Advantage



Because the intelligence lives on the MCP server and the Shim is just a pointer, 95% of product improvements (new chapters, better prompts, bug fixes) require zero user updates. The server changes; the user benefits instantly.




# The 5% Triggers: When the Contract Breaks

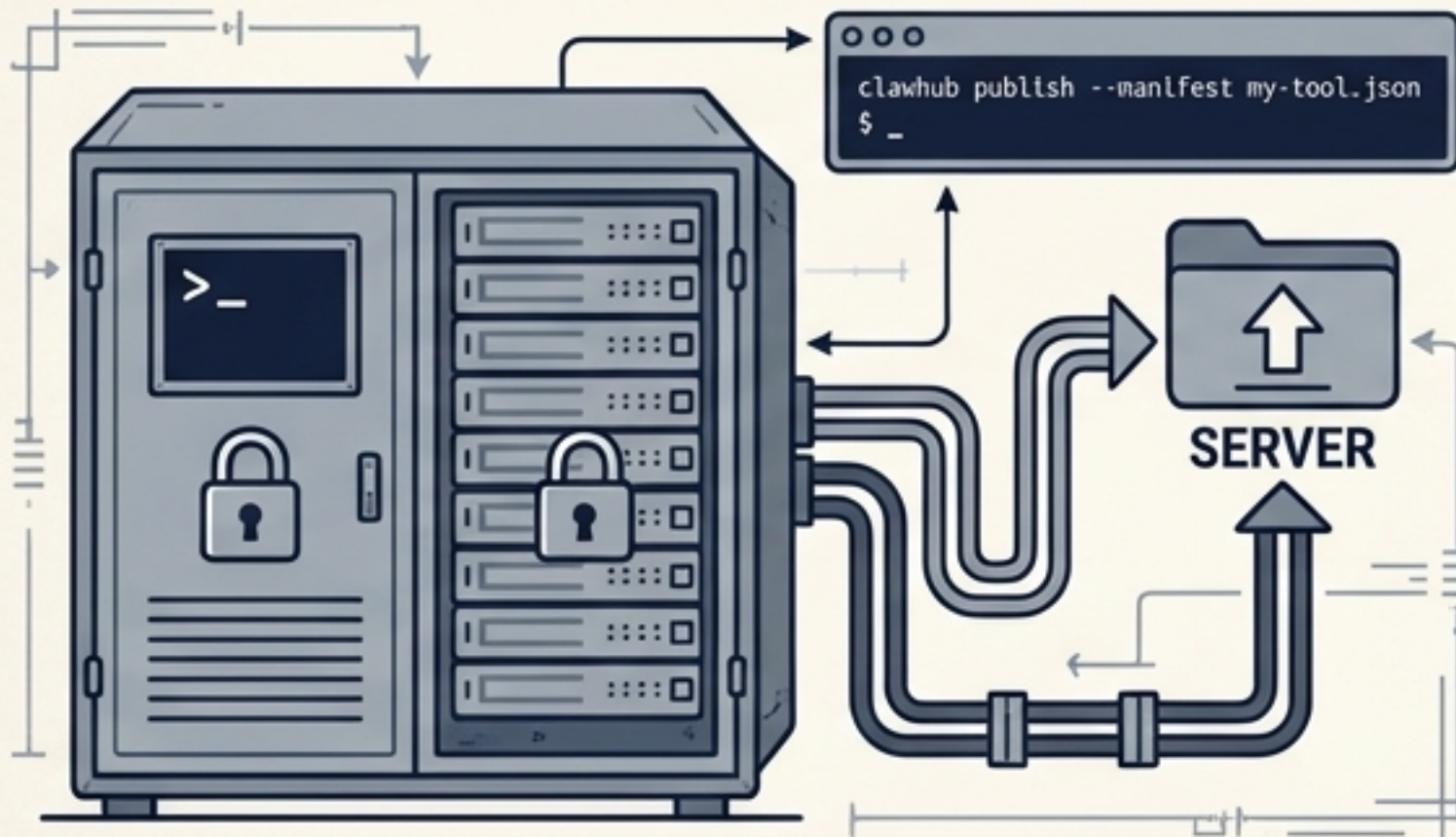
Semantic Versioning applies to the **Shim**, not the Server. You only bump the Shim version when the interface changes.






# Publishing vs. Distribution

## Publishing (The Technical Milestone)

-  **Question:** How do I get this onto ClawHub?
-  **Effort:** Manifest, verify, publish command.
-  **Success:** It is on the server.



## Distribution (The Business Strategy)

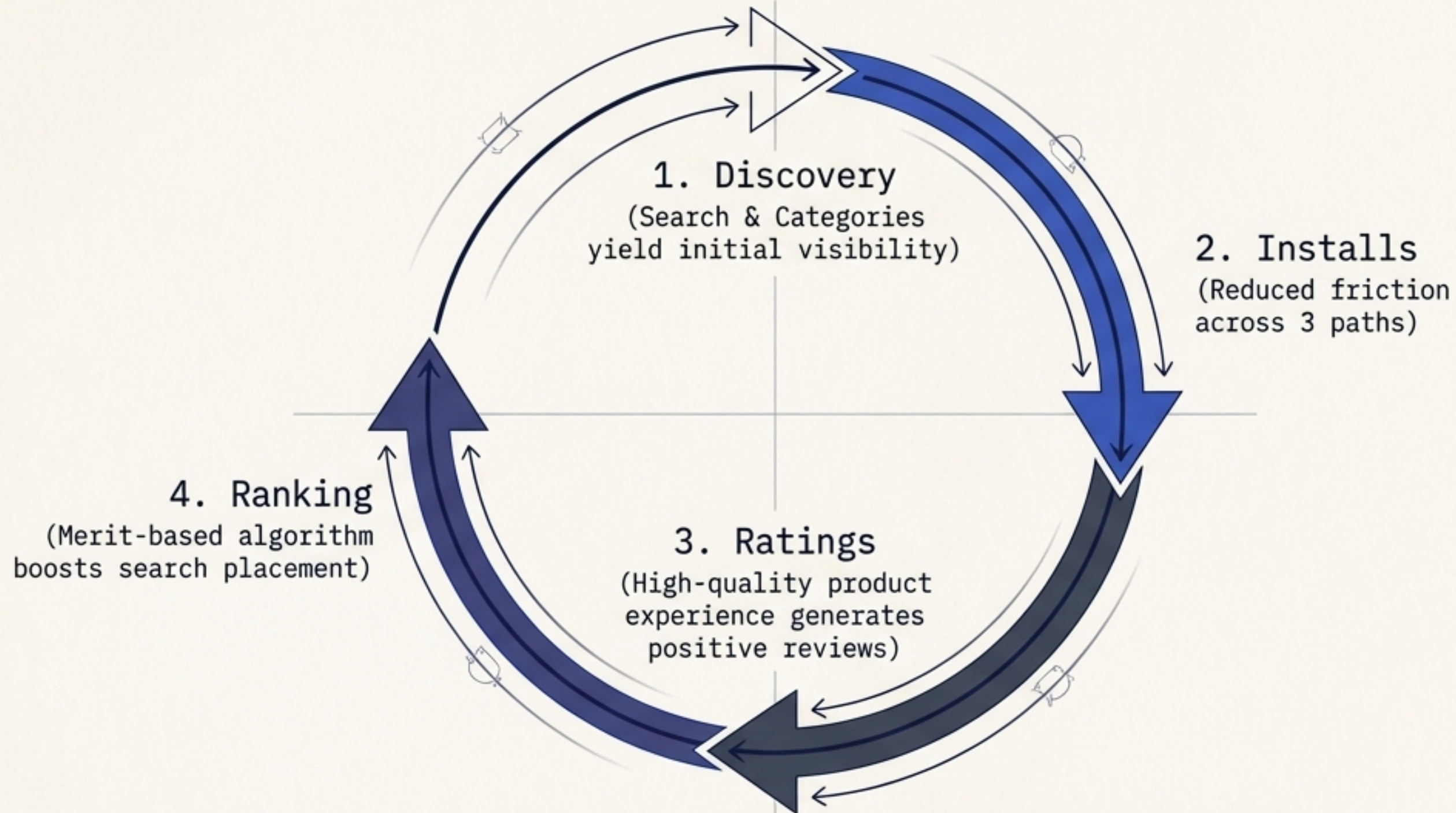
-  **Question:** How do people find and install it?
-  **Effort:** Marketplace dynamics, network effects, community trust.
-  **Success:** People find it, rate it, and recommend it.



**Publishing makes it available. Distribution makes it discoverable.**



# The Marketplace Flywheel



## Core Insight:

In a merit-based marketplace, you cannot purchase placement.  
The product's quality is the engine of its own distribution.

# The Builder's Progression

