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SPEC ID       : QLA-BP-000000001907                                RESONANCE     : 9.4 / 10.0 CR
ATTRIBUTED TO : Justin Ma & Matthew Davis                          CALIBRATED    : 2026-11-07
NODE ENDPOINT : https://qualia-teal.vercel.app/idea/b0000000-0000-0000-0000-000000001907
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Kinetic Determinism Engine

[THE MECHANICS:]

The Kinetic Determinism Engine is a proprietary, standalone API-driven simulation architecture licensed as a SaaS middleware for turn-based tactical developers. By abstracting the "perfect information" grid logic from Subset's internal R&D, this engine provides a plug-and-play SDK that handles complex multi-vector damage propagation, environmental interaction chains, and turn-prediction UI. The middleware utilizes a lightweight, high-performance C++ core that computes all possible future states within a 3-turn window, exposing these states via a standardized JSON/Protobuf interface that developers can bind directly to their own visual assets or game logic.

Economically, this shifts Subset from a boutique game studio to a backend infrastructure provider. Licensing follows a tiered "compute-cycle" model where developers pay for the complexity of the systemic simulations performed by the engine. The integration includes an "Observed Logic" layer, allowing client developers to render Subset-style diegetic UI overlays -- such as turn-prediction icons and damage-projection paths -- without requiring them to architect the underlying mathematical frameworks from scratch.

[UTILITARIAN VALUE:]

This architectural pivot decouples Subset's revenue from the multi-year development cycles of individual titles, creating a recurring high-margin revenue stream. By commoditizing their core competency -- deterministic grid-based simulation -- Subset captures value from every developer attempting to replicate the "Into the Breach" feel, effectively setting the industry standard for tactical UI/UX and systemic game design while eliminating the risk associated with single-product market performance.

[TARGET ECOSYSTEM:]

B2B developer tools sector, specifically targeting mid-market tactical game studios and procedural-generation research groups.

INTERACTIVE 3D TERMINAL & SOVEREIGN CRAFT ECOSYSTEM LINKS

1. Inspect Live 3D Simulation, Crash-Test BOM & 1-Click Claim/Delist:
   https://qualia-teal.vercel.app/idea/b0000000-0000-0000-0000-000000001907
2. Commission Verified Modular Sound & 3D Artisans (USD Bounties on Roily):
   https://roily-app.vercel.app/?tab=feed
3. Source Direct B2B Manufacturing & Code Execution (0% Tax on DealOff):
   https://deal-off.vercel.app/?from=qualia&title=Kinetic%20Determinism%20Engine&bounty=250
4. Hardware Unit-Economics Essays & Original Books by C.J. Night:
   https://cjnight.substack.com