

Development

Developer documentation for the replay, recovered routes, game systems, infrastructure, testing, and implementation work.

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1. Start Here

Orientation for contributors working on code and implementation.

Development Book Overview

Development

This book is the home for technical documentation around the Millsberry Reborn replay and reconstruction work.

It will grow to cover things such as:

- replay architecture
- recovered route behavior
- game integration
- legacy Flash/Ruffle behavior
- account and economy systems
- testing
- infrastructure/deployment
- coding conventions
- release and verification workflows

Current technical starting points

- Main repository: <https://github.com/gitupofftheflooranddosomework/millsberry.com>
- Replay app:
<https://github.com/gitupofftheflooranddosomework/millsberry.com/tree/main/app>
- App README:
<https://github.com/gitupofftheflooranddosomework/millsberry.com/blob/main/app/README.md>
- Current status:
<https://github.com/gitupofftheflooranddosomework/millsberry.com/blob/main/app/STATUS.md>
- Arcade recovery:
https://github.com/gitupofftheflooranddosomework/millsberry.com/blob/main/app/ARCADE_RECOVERY.md

The Art Team Handbook is the first fully built-out book; this one will expand as development documentation is consolidated.