

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.

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