

EXECUTIVE EXCERPT · FICTIONAL DATA

Project Firebreak

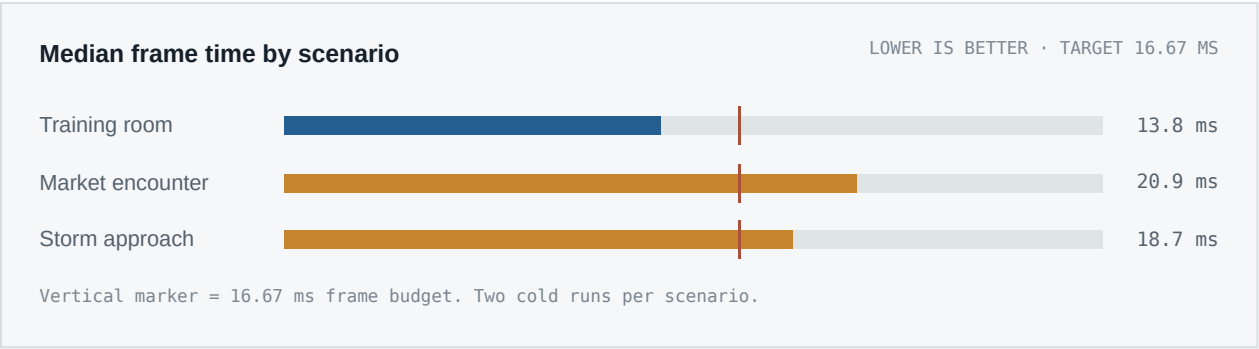
Performance position and evidence from a repeatable three-scenario review.

BUILD 0.8.41 · Development	TARGET 60 fps · console
COVERAGE Three test routes	CONFIDENCE Moderate

60 FPS NOT YET DEMONSTRATED

Ordinary play is close. Combat and the first use of key UI break the frame budget.

The worst repeatable route is CPU-limited; a separate GPU spike appears when the storm effect fills the screen. The evidence does not support an engine rewrite. Remove the synchronous load, budget the effect and repeat the route on target hardware.



34.8 ms WORST REPEATABLE P99	4.6 ms FIRST-USE CPU COST
5.1 ms STORM GPU COST	8.7 GiB PEAK OBSERVED MEMORY

WORKED FINDING · CPU / LOADING

HIGH PRIORITY

HIGH CONFIDENCE

First use of the equipment wheel blocks the game thread on thumbnail loads.

The first open during the market encounter produces a 29–35 ms frame. Later opens in the same run do not. Two cold captures align the hitch with synchronous package-load events; preloading the same thumbnails removes 4.2–4.6 ms and the visible spike.

PLAYER EFFECT

A visible hitch occurs during the first combat tutorial.

RECOMMENDED CHANGE

Use the existing asynchronous asset path and cache the resolved set.

CLOSURE TEST

Cold boot; first-open p99 below 20 ms on target hardware.

02 · RECOMMENDED SEQUENCE

NOW	Remove the first-use load hitch Small, visible and directly supported by the captures.	2–4 DAYS
NOW	Put the storm effect on a GPU budget Profile emitters separately; agree the visual answer with technical art.	2 TA DAYS
NEXT	Repeat the route on target console The PC proxy identified suspects; it cannot provide console sign-off.	1–2 DAYS
NEXT	Narrow the cook dependency Then retain timing history to confirm the working loop improved.	3–5 DAYS

Do not begin a broad animation, LOD or architecture rewrite.

Nothing in the reviewed evidence justifies one. If a measured cost leads into a specialist system, we work with the client's discipline owner or agree the appropriate specialist scope.

Review boundary: this excerpt does not establish long-session memory stability, multiplayer behaviour or final console performance.

— OTHER SAMPLES

STUDIO DUE DILIGENCE

Would we invest in this studio?

Capability, delivery and dependency risk.

PARTNER READINESS

Which relationships should it pursue?

Positioning, proof and a practical route to market.