0)	Project Info
•	Artist / Project Name:
•	Draft Date (YYYY-MM-DD):
1) (Core Formula
•	Genre (fan language):
•	Emotion (dominant feeling):
•	Use-Case (real-world moment):
•	Reference Artist 1:
•	Reference Artist 2:
•	Play Situation (when fans hit play):
•	Fan Promise (outcome after one song):
I ma Fan	-composed positioning (2 sentences): ke that feels for of and press play when promise: After one song, you'll feel
	Comment Mining & Fan Language
	""
•	
•	u y
Situ	tions / Use-Cases (verbatims):
_	u n

•	u	"
	3 Emotion Keywords: /	
3) '	Visual Identity Snapshot	
	Palette (hex):	
,	Typefaces (display + body):	
	Textures / Motifs (comma-sep):	
)o (1	fits the lane):	
on'	t (clashes with lane):	
1		
l) l	Proof Assets (0:01 matters)	
lan	three clip openers that prove the emotion in the first second.	
-	Opener #1:	
	Opener #2:	
	Opener #3:	

5)	Offers & Use-Case Magnet	
•	Free Magnet (align to use-case):	
•	Core Offer (\$20–\$50):	
•	Premium (\$100+):	
Mici	ro-Offer (\$7–\$9):	
6)	Funnel on One Page	
•	Discovery:	
•	Nurture:	
•	Conversion & Retention:	
7) •	Copy Bank (paste-ready) Bio (1-liner): Bio (press/EPK — 3 lines):	
•	Short-form Hooks (3):	
•	Email Subject / Preview:	

8) 7-Day Validation Plan

1–3%		
Targets (benchmarks): Saves/Streams ≥ 12–18% · Opt-ins 3–8% · Welcome CTR ≥ 15% · Micro-offer 01–3% Results:		
9) Ne	ext Sprint (2 weeks)	
• 7	Three MITs (Most Important Tasks):	
1.		
2. 3.		
	Risks & Mitigations:	