



The Lovable Handbook

Edition One
The Original Field Notes

by D.L. Carr

The Lovable Handbook

Edition One — The Original Field Notes

by D.L. Carr

Published by
Ideas In Motion Entertainment

© Ideas In Motion Entertainment.
All rights reserved.

Table of Contents

I. Welcome to Lovable Land

II. The Workshop

III. Building with LOVE-E

IV. Prompting Patterns

V. Ship Small, Ship Often

Part I

**Welcome to
Lovable Land**

Part I — Welcome to Lovable Land

Lovable Land is a small floating village in the clouds where ideas are taken seriously and shipped quickly. You'll meet **LOVE-E**, the heart-headed builder whose color shifts with mood, and **CLICK-E**, the electric-blue arrow who always points to the next click.

This little book is your first map. It is opinionated, friendly, and small enough to live in your back pocket.

The cast at a glance

- **LOVE-E** — heart-headed builder. Calm blue when listening, coral when shipping, gold when delighted.
- **CLICK-E** — electric-blue arrow. Your sidekick through every panel.
- **The Tribe** — CALM-E, THINK-E, JOY-E, CARE-E, SHIP-E, BUG-E, DREAM-E, FOCUS-E, BRAVE-E, MUSE-E.

Part II

The Workshop

Part II — The Workshop

Your workspace has three rooms: the **chat**, the **preview**, and the **code**. Most of building is a quiet rhythm between them.

- The **chat** is where you describe what you want.
- The **preview** is where you see it happen, live.
- The **code** is the receipt — readable when you want it, invisible when you don't.

Learn to read all three. The preview tells you what's true right now. The chat tells you what was asked. The code tells you what was actually built.

Part III

**Building with
LOVE-E**

Part III — Building with LOVE-E

LOVE-E moves through moods, and so will you. The trick is naming the mood and matching the prompt to it.

- **Listening** (calm blue): describe the goal, not the implementation.
- **Shipping** (warm coral): name the smallest thing that proves the idea.
- **Delighted** (glowing gold): pause, screenshot, and decide what's next.

Iterate in small loops. Each loop should answer one question.

Part IV

Prompting Patterns

Part IV — Prompting Patterns

Works well

- Describe the outcome, not the implementation.
- Point at a specific button, page, or word.
- Show a before/after example.
- Ask for one change at a time when things get subtle.

Works badly

- Vague scope ("make it better").
- Multiple unrelated changes in one prompt.
- Assuming context the agent can't see without sharing it.

Part V

**Ship Small, Ship
Often**

Part V — Ship Small, Ship Often

The most reliable path to a lovable product is a very short loop:

- 1. Say the smallest thing that could be true.
- 2. Watch it become true in the preview.
- 3. Decide what should be true next.

That's it. That's the whole handbook, in five parts.

Edition Two expands every one of these ideas — but if you only ever read Edition One, you already know enough to start.