
NO BS AI

CLASS MATERIALS

Week 6: Key Takeaways

(Lab Day — The 12 Things That Matter)

Pilot Class // April/May 2026

Instructor: RJ // Platform: Rippily

The Goblin Mining Cave

***"Implementation is the only
metric that matters."***

-- RJ, Week 6

DO NOT LICK THE TRANSCRIPTS

DEEPER INTO THE MINE WE GO

THE 12 THINGS THAT MATTER FROM WEEK 6

- 1. Claude Design is on the web only.** Go to claude.ai and look for the small palette icon. It is not in the desktop app (yet). Find it there. Use it there.
- 2. Prototypes unlock what people actually want.** Humans can't say what they want. They CAN say what they don't want. A first rough draft puts something in their hands so they can tell you what to cut — and that's how you find out what they want.
- 3. You are now the director, not the one-person band.** Love this. Tweak this. Hate this — start again. You no longer have to produce every aspect yourself. The goblins produce. You direct.
- 4. Never automate what you love. Always automate what you don't love.** This rule never changes. If it brings you joy, keep doing it. If it's admin, repetition, or friction — that's goblin work.
- 5. A skill is a process you follow every time.** It's a checklist that doesn't change. You invoke it with a forward slash: `/skill-name`. Type `/` in Claude Code and you'll see everything you've built.
- 6. The easiest way to build a skill: finish the process, then ask.** Any time you do something repetitive and annoying, finish it — then say: "Claude, make a skill out of this." It'll ask what it needs and write the file.
- 7. /carry-on is for mid-momentum. /wrap-up is for when real work is done.** carry-on does three things: summarize, handoff doc, next thread intro. That's all you need to keep going without losing your place.
- 8. Skills are static. Agents handle the dynamic stuff.** Skills: same steps every time. Agents: you send them with a mission and they figure out the changing inputs. Both act on your behalf. Agents just need clearer boundaries.
- 9. The Cursor story is a permissions story, not a Claude story.** Any third-party layer you add to your stack is another set of rules to manage. Working direct means one set of rules. Know what you've given access to, and why.
- 10. Stripe has an official MCP connector.** Built by Stripe. Free. Find it in Claude → Settings → Connectors → Browse. Connect it and let Claude surface your financial picture daily.
- 11. For client tools: absorb up to \$20/user/month, then hand off the API key.** It protects you without punishing users. When someone hits the threshold, they're getting enough value to fund their own access.
- 12. Implementation is the only metric that matters.** Not signups. Not sessions. Not nice feedback. Did they do the thing? Did they have more two weeks later than when they started? That's it. That's the whole game.

HOMEWORK FOR WEEK 7

Pick ONE of these:

- Build your first skill. Find a process you repeat. Finish it once. Ask Claude to turn it into a skill. Invoke it. Tell us what it does.
- Try Claude Design on something. Feed it a description, wireframes, or meeting notes. Get a prototype. Share what surprised you.
- Connect the Stripe connector if you use Stripe. Set up a daily summary. Report back.

You don't have to do all three. One thing. Done is better than planned.