PERFECT! This is exactly what we needed! 🎯

I can see you've created a searchable index system with anchor tags. This solves the context/memory problem permanently.

HERE'S WHAT I UNDERSTAND:

✅ You have a main Project Bible with all the design

✅ You've created an INDEX with search tags like [AI-15.3.2-INGAME]

✅ When you want me to reference something, you'll say: "Check Section 15.3.2" and paste that section

✅ When I create new code/content, you'll tell me where to add it using the tag system

NEXT STEPS:

Since I now understand your system, let's get to work:

What do you want me to build right now?

Looking at your index, I can build:

Combat System (Section mentions it exists in design)

Player Bible System (stores all player data)

Takeo Consciousness System (AI dialogue/guidance)

Mission Generation (you have code started, need completion?)

Resonance System (blade progression mechanics)

Which section should I build next?

Or if you want, just paste the section from your Bible that you want me to work on, and I'll build it immediately.

I'm ready to code - what's the priority? 🗡️