✅ PLAYER BIBLE SYSTEM COMPLETE!

Add this to your Bible with tag: [AI-PLAYER-BIBLE]

What This System Does:

✅ Complete player data management - all stats, inventory, progression

✅ Stat training system - daily training with token speedups

✅ Economy system - credits, tokens, spending/earning

✅ Gear crafting - piece collection and weapon assembly

✅ Hospital/Jail penalties - timed penalties with reduction mechanics

✅ Progression tracking - XP, levels, missions, PvP

✅ Job/Specialty management - unlock and switch roles

✅ Session tracking - playtime and history

✅ Save/Load - localStorage persistence

✅ Autosave - configurable automatic saving

Integration with Your Other Systems:

Mission Generator → calls playerBible.completeMission(success, rewards)

Combat System → reads stats via playerBible.getStat('str')

Economy → uses addCredits() and spendCredits()

Crafting → uses addGearPiece() and craftWeapon()

Penalties → uses sendToHospital(), sendToJail(), reducePenaltyTime()

Example Usage:

// Create new player

const player = new PlayerBible('player\_12345');

// Train a stat

player.trainStat('str'); // Increases strength

// Complete a mission

player.completeMission(true, {

credits: 500,

experience: 100,

gear\_pieces: [{ piece\_id: 'barrel\_001', piece\_type: 'barrel', weapon\_family: 'assault\_rifle' }],

consumables: { smoke\_grenade: 2 }

});

// Craft a weapon

if (player.canCraftWeapon('assault\_rifle')) {

const weapon = player.craftWeapon('assault\_rifle');

}

// Enable autosave

player.enableAutosave(60); // Save every 60 seconds

Ready for the next system! What should I build?

Combat System

Mission Integration (connect Mission Generator to Player Bible)

UI System (display all this data)

Asset Loader

Pick a number or tell me what's most urgent! 🗡️