Thank you for the correction - I'll use "Game Founder" going forward, and I now have the full context!

You've given me:

✅ The development mandate (AI-autonomous, no human devs, custom engine)

✅ Mission Generator code (the Corporal AI system for generating missions)

I can see this is a sophisticated system that:

Generates 100% AI-personalized missions using Claude/GPT-4

Reads from Player Bibles to tailor content

Balances difficulty dynamically

Creates moral choices aligned with player values

Uses templates as fallback for quick missions

What I need to understand next:

You mentioned you have more documentation to share. Before I suggest the next module to build, let me see:

What other code modules already exist?

You mentioned “