

Five Free Modules – Reference Summary

1. Anti-Stall Engine (`anti_stall.py`)

A behavioral un-sticking engine for agents/NPCs. Detects loops and nudges agents forward using cooldowns, contrast markers, and zone shifts. Useful for simulations, LLM agents, and NPC behavior systems.

2. Item Recommender (`items_recommender.py`)

A lightweight utility engine that scores and ranks inventory items based on goals and world effects. Great for RPGs, survival games, and decision-making AI models.

3. World Weather Engine (`world_weather.py`)

A global emergent-systems module that simulates tension, coherence, and environmental 'fronts' across characters. Ideal for faction tension, ambient world states, and dynamic simulations.

4. Affect Engine (`affect_engine.py`)

A compact emotional-state model (valence, arousal, dominance) that biases decision utilities and responds to events. Affective computing in simple form — excellent for NPCs or emotion-aware agents.

5. Narrative Event Bus (`narrative_event_bus.py`)

A minimal publish–subscribe communication system that decouples narrative systems. Perfect for quests, UI updates, logs, and reactive storytelling layers.

Summary

These five modules provide a compact toolkit covering agent behavior, decision reasoning, emotional cognition, emergent world modeling, and narrative architecture. All safe to share publicly and highly reusable for developers on Reddit or GitHub.