# Chapter 10: Appendix / Reference Guide

## Glossary

Narrative Engine: A dynamic AI-driven system capable of generating, interpreting, and maintaining narrative structures across fictional and real-world contexts.

Contextual Drift: The gradual misalignment between an AI’s outputs and the established context, often due to session length, memory limits, or shifting user input.

Persistent Memory: A feature that allows narrative systems to remember and evolve stories or information across sessions.

Narrative Authority: The degree to which a system or user controls the development of the narrative.

Emergent Plot: A storyline that develops organically through interaction rather than being pre-scripted.

## Architectural Diagrams

This section includes conceptual architectural diagrams of the Narrative Engine, including data flow between components, session memory handling, and interaction layers. (Diagrams to be added externally)

## Pseudocode

Below is a high-level pseudocode example representing a narrative memory cycle:

def narrative\_cycle(user\_input, memory\_state):  
 context = retrieve\_context(memory\_state)  
 response = generate\_response(user\_input, context)  
 memory\_state = update\_memory(memory\_state, response)  
 return response, memory\_state

## GitHub Projects

Project Repository: https://github.com/PianomanSJPM/solo-rp-game

## Design Patterns

• Observer Pattern for narrative event updates.  
• Command Pattern for action execution and rollback.  
• Strategy Pattern for modular rule enforcement.  
• State Pattern for session progression and campaign state management.