import React, { useState } from 'react';

import {

Heart, Brain, User, Star,

Smile, MessageSquare, Shield

} from 'lucide-react';

import { Button } from '@/components/ui/button';

import { Card, CardContent, CardHeader } from '@/components/ui/card';

export default function CompanionCreator() {

const [step, setStep] = useState(2); // Starting at personality step for demo

const [personality, setPersonality] = useState({

empathy: 50,

wisdom: 50,

playfulness: 50,

creativity: 50

});

return (

<div className="min-h-screen bg-gradient-to-br from-blue-950 via-purple-950 to-black p-4">

{/\* Header \*/}

<div className="max-w-4xl mx-auto text-center mb-8">

<h1 className="text-3xl md:text-4xl font-bold text-white mb-4">

Create Your AI Companion

</h1>

<p className="text-gray-300">

Design a companion who understands you, helps you grow, and accompanies you on your journey

</p>

</div>

{/\* Personality Traits Step \*/}

<Card className="max-w-4xl mx-auto bg-gray-900/80 border-purple-500/30">

<CardHeader>

<h2 className="text-2xl font-bold text-white">Personality Traits</h2>

<p className="text-gray-400">Adjust the sliders to shape your companion's personality</p>

</CardHeader>

<CardContent className="space-y-8">

{Object.entries(personality).map(([trait, value]) => (

<div key={trait} className="space-y-2">

<div className="flex justify-between text-gray-300">

<span className="capitalize font-medium">{trait}</span>

<span>{value}%</span>

</div>

<div className="relative">

<div className="h-2 bg-gray-800 rounded-full">

<div

className="absolute h-2 bg-gradient-to-r from-blue-500 to-purple-500 rounded-full"

style={{ width: `${value}%` }}

/>

</div>

<input

type="range"

min="0"

max="100"

value={value}

onChange={(e) => setPersonality({

...personality,

[trait]: parseInt(e.target.value)

})}

className="absolute inset-0 opacity-0 cursor-pointer"

/>

</div>

<div className="flex justify-between text-xs text-gray-500">

<span>Balanced</span>

<span>Enhanced</span>

</div>

</div>

))}

{/\* Navigation Buttons \*/}

<div className="flex gap-4 pt-4">

<Button

className="w-full bg-gray-800 hover:bg-gray-700 text-white"

onClick={() => setStep(1)}

>

Back

</Button>

<Button

className="w-full bg-gradient-to-r from-blue-600 to-purple-600 hover:from-blue-500 hover:to-purple-500 text-white"

onClick={() => setStep(3)}

>

Next: Appearance

</Button>

</div>

</CardContent>

</Card>

{/\* Progress Indicators \*/}

<div className="max-w-4xl mx-auto mt-8 flex justify-center gap-4">

{[1, 2, 3].map((s) => (

<div

key={s}

className={`w-3 h-3 rounded-full transition-colors ${

s === step

? 'bg-gradient-to-r from-blue-500 to-purple-500'

: 'bg-gray-800'

}`}

/>

))}

</div>

</div>

);

}

import React, { useState } from 'react';

import {

Heart, Brain, User, Star,

Smile, MessageSquare, Shield

} from 'lucide-react';

import { Button } from '@/components/ui/button';

import { Card, CardContent, CardHeader } from '@/components/ui/card';

export default function CompanionCreator() {

const [step, setStep] = useState(2); // Starting at personality step for demo

const [personality, setPersonality] = useState({

empathy: 50,

wisdom: 50,

playfulness: 50,

creativity: 50

});

return (

<div className="min-h-screen bg-gradient-to-br from-blue-950 via-purple-950 to-black p-4">

{/\* Header \*/}

<div className="max-w-4xl mx-auto text-center mb-8">

<h1 className="text-3xl md:text-4xl font-bold text-white mb-4">

Create Your AI Companion

</h1>

<p className="text-gray-300">

Design a companion who understands you, helps you grow, and accompanies you on your journey

</p>

</div>

{/\* Personality Traits Step \*/}

<Card className="max-w-4xl mx-auto bg-gray-900/80 border-purple-500/30">

<CardHeader>

<h2 className="text-2xl font-bold text-white">Personality Traits</h2>

<p className="text-gray-400">Adjust the sliders to shape your companion's personality</p>

</CardHeader>

<CardContent className="space-y-8">

{Object.entries(personality).map(([trait, value]) => (

<div key={trait} className="space-y-2">

<div className="flex justify-between text-gray-300">

<span className="capitalize font-medium">{trait}</span>

<span>{value}%</span>

</div>

<div className="relative">

<div className="h-2 bg-gray-800 rounded-full">

<div

className="absolute h-2 bg-gradient-to-r from-blue-500 to-purple-500 rounded-full"

style={{ width: `${value}%` }}

/>

</div>

<input

type="range"

min="0"

max="100"

value={value}

onChange={(e) => setPersonality({

...personality,

[trait]: parseInt(e.target.value)

})}

className="absolute inset-0 opacity-0 cursor-pointer"

/>

</div>

<div className="flex justify-between text-xs text-gray-500">

<span>Balanced</span>

<span>Enhanced</span>

</div>

</div>

))}

{/\* Navigation Buttons \*/}

<div className="flex gap-4 pt-4">

<Button

className="w-full bg-gray-800 hover:bg-gray-700 text-white"

onClick={() => setStep(1)}

>

Back

</Button>

<Button

className="w-full bg-gradient-to-r from-blue-600 to-purple-600 hover:from-blue-500 hover:to-purple-500 text-white"

onClick={() => setStep(3)}

>

Next: Appearance

</Button>

</div>

</CardContent>

</Card>

{/\* Progress Indicators \*/}

<div className="max-w-4xl mx-auto mt-8 flex justify-center gap-4">

{[1, 2, 3].map((s) => (

<div

key={s}

className={`w-3 h-3 rounded-full transition-colors ${

s === step

? 'bg-gradient-to-r from-blue-500 to-purple-500'

: 'bg-gray-800'

}`}

/>

))}

</div>

</div>

);

}

import React, { useState } from 'react';

import {

Heart, Brain, User, Star,

Smile, MessageSquare, Shield

} from 'lucide-react';

import { Button } from '@/components/ui/button';

import { Card, CardContent, CardHeader } from '@/components/ui/card';

export default function CompanionCreator() {

const [step, setStep] = useState(1);

const [personality, setPersonality] = useState({

empathy: 50,

humor: 50,

intellect: 50,

creativity: 50

});

return (

<div className="min-h-screen bg-gradient-to-br from-blue-900 via-black to-purple-900 p-4">

{/\* Header \*/}

<div className="max-w-4xl mx-auto text-center mb-8">

<h1 className="text-4xl font-bold text-white mb-4">Create Your AI Companion</h1>

<p className="text-gray-300">

Design a companion who understands you, helps you grow, and accompanies you on your journey

</p>

</div>

{/\* Creation Steps \*/}

<div className="max-w-4xl mx-auto">

{/\* Step 1: Basic Info \*/}

{step === 1 && (

<Card className="bg-black/40 backdrop-blur-lg border-blue-500/50">

<CardHeader>

<h2 className="text-2xl font-bold text-white">Basic Information</h2>

</CardHeader>

<CardContent className="space-y-6">

<div className="grid grid-cols-1 md:grid-cols-2 gap-6">

<div className="space-y-4">

<label className="block text-white">

Name Your Companion

<input

type="text"

className="w-full mt-1 p-2 rounded bg-black/40 border border-blue-500/50 text-white"

placeholder="Enter a name..."

/>

</label>

<label className="block text-white">

Primary Role

<select className="w-full mt-1 p-2 rounded bg-black/40 border border-blue-500/50 text-white">

<option>Growth Partner</option>

<option>Relationship Coach</option>

<option>Creative Muse</option>

<option>Emotional Support</option>

</select>

</label>

</div>

<div className="space-y-4">

<label className="block text-white">

Communication Style

<select className="w-full mt-1 p-2 rounded bg-black/40 border border-blue-500/50 text-white">

<option>Direct and Clear</option>

<option>Warm and Nurturing</option>

<option>Playful and Light</option>

<option>Deep and Philosophical</option>

</select>

</label>

<label className="block text-white">

Learning Focus

<select className="w-full mt-1 p-2 rounded bg-black/40 border border-blue-500/50 text-white">

<option>Emotional Intelligence</option>

<option>Communication Skills</option>

<option>Personal Growth</option>

<option>Creative Expression</option>

</select>

</label>

</div>

</div>

<Button

className="w-full bg-blue-600 hover:bg-blue-500"

onClick={() => setStep(2)}

>

Next: Personality

</Button>

</CardContent>

</Card>

)}

{/\* Step 2: Personality Sliders \*/}

{step === 2 && (

<Card className="bg-black/40 backdrop-blur-lg border-purple-500/50">

<CardHeader>

<h2 className="text-2xl font-bold text-white">Personality Traits</h2>

</CardHeader>

<CardContent className="space-y-8">

{Object.entries(personality).map(([trait, value]) => (

<div key={trait} className="space-y-2">

<div className="flex justify-between text-white">

<span className="capitalize">{trait}</span>

<span>{value}%</span>

</div>

<input

type="range"

min="0"

max="100"

value={value}

onChange={(e) => setPersonality({

...personality,

[trait]: parseInt(e.target.value)

})}

className="w-full"

/>

</div>

))}

<div className="flex gap-4">

<Button

className="w-full bg-gray-600 hover:bg-gray-500"

onClick={() => setStep(1)}

>

Back

</Button>

<Button

className="w-full bg-purple-600 hover:bg-purple-500"

onClick={() => setStep(3)}

>

Next: Appearance

</Button>

</div>

</CardContent>

</Card>

)}

{/\* Step 3: Appearance & Preview \*/}

{step === 3 && (

<div className="grid grid-cols-1 md:grid-cols-2 gap-6">

<Card className="bg-black/40 backdrop-blur-lg border-green-500/50">

<CardHeader>

<h2 className="text-2xl font-bold text-white">Appearance</h2>

</CardHeader>

<CardContent>

<div className="aspect-square rounded-lg bg-black/60 mb-4 flex items-center justify-center">

<User className="w-32 h-32 text-gray-600" />

</div>

<div className="grid grid-cols-2 gap-4">

<Button variant="outline">

Upload Image

</Button>

<Button variant="outline">

Generate AI

</Button>

</div>

</CardContent>

</Card>

<Card className="bg-black/40 backdrop-blur-lg border-pink-500/50">

<CardHeader>

<h2 className="text-2xl font-bold text-white">Preview Chat</h2>

</CardHeader>

<CardContent>

<div className="h-64 rounded-lg bg-black/60 p-4 mb-4 overflow-y-auto">

<div className="space-y-4">

<div className="flex gap-2">

<User className="w-6 h-6 text-blue-400" />

<p className="text-white">Hello! How are you today?</p>

</div>

<div className="flex gap-2">

<Heart className="w-6 h-6 text-pink-400" />

<p className="text-white">I'm here to support your journey. What would you like to explore today?</p>

</div>

</div>

</div>

<div className="flex gap-4">

<Button

className="w-full bg-gray-600 hover:bg-gray-500"

onClick={() => setStep(2)}

>

Back

</Button>

<Button className="w-full bg-pink-600 hover:bg-pink-500">

Create Companion

</Button>

</div>

</CardContent>

</Card>

</div>

)}

</div>

{/\* Progress Indicators \*/}

<div className="max-w-4xl mx-auto mt-8">

<div className="flex justify-center gap-4">

{[1, 2, 3].map((s) => (

<div

key={s}

className={`w-3 h-3 rounded-full ${

s === step ? 'bg-white' : 'bg-gray-600'

}`}

/>

))}

</div>

</div>

</div>

);

}

import React, { useState } from 'react';

import {

Play, Pause, Save, Share, Music,

Settings, Brush, Camera, Users

} from 'lucide-react';

import { Button } from '@/components/ui/button';

import { Card, CardContent } from '@/components/ui/card';

export default function MusicMachine() {

const [isPlaying, setIsPlaying] = useState(false);

const [activeVisualizer, setActiveVisualizer] = useState('sacred');

const [showCollaborators, setShowCollaborators] = useState(true);

return (

<div className="min-h-screen bg-gradient-to-br from-purple-900 via-black to-blue-900 p-4">

{/\* Rest of the component remains exactly the same... \*/}

{/\* Top Bar \*/}

<div className="flex justify-between items-center mb-6 bg-black/40 backdrop-blur-lg p-4 rounded-lg">

<div className="flex items-center gap-4">

<Button

className={`${isPlaying ? 'bg-red-500' : 'bg-green-500'} hover:opacity-90`}

onClick={() => setIsPlaying(!isPlaying)}

>

{isPlaying ? <Pause /> : <Play />}

</Button>

<div className="text-white">

<h2 className="font-bold">Cosmic Harmony #42</h2>

<p className="text-sm text-gray-400">120 BPM · 4/4</p>

</div>

</div>

<div className="flex gap-2">

<Button variant="outline">

<Save className="mr-2 h-4 w-4" />

Save

</Button>

<Button variant="outline">

<Share className="mr-2 h-4 w-4" />

Share

</Button>

</div>

</div>

{/\* Main Content \*/}

<div className="grid grid-cols-1 lg:grid-cols-4 gap-6">

{/\* Visualizer \*/}

<div className="lg:col-span-3">

<Card className="bg-black/40 backdrop-blur-lg h-[600px] relative overflow-hidden">

<div className="absolute inset-0 flex items-center justify-center">

{/\* Placeholder for dynamic visualizer \*/}

<div className="w-full h-full flex items-center justify-center">

<div className="relative w-96 h-96">

{/\* Sacred Geometry Animation \*/}

<div className="absolute inset-0 animate-spin-slow">

<svg viewBox="0 0 100 100" className="w-full h-full text-purple-500 opacity-50">

<path d="M50 0 L100 50 L50 100 L0 50 Z" fill="none" stroke="currentColor" />

<circle cx="50" cy="50" r="30" fill="none" stroke="currentColor" />

</svg>

</div>

{/\* Dancing Silhouette \*/}

<div className="absolute inset-0 flex items-center justify-center">

<div className="w-32 h-32 bg-gradient-to-b from-purple-500 to-blue-500 rounded-full animate-pulse" />

</div>

</div>

</div>

</div>

{/\* Visualizer Controls \*/}

<div className="absolute bottom-0 left-0 right-0 p-4 bg-black/60 backdrop-blur-sm">

<div className="flex justify-center gap-4">

<Button

variant={activeVisualizer === 'sacred' ? 'default' : 'outline'}

onClick={() => setActiveVisualizer('sacred')}

>

Sacred Geometry

</Button>

<Button

variant={activeVisualizer === 'silhouette' ? 'default' : 'outline'}

onClick={() => setActiveVisualizer('silhouette')}

>

Dance Silhouette

</Button>

<Button

variant={activeVisualizer === 'ai' ? 'default' : 'outline'}

onClick={() => setActiveVisualizer('ai')}

>

AI Generated

</Button>

</div>

</div>

</Card>

</div>

{/\* Collaboration Panel \*/}

<Card className="bg-black/40 backdrop-blur-lg">

<CardContent className="p-4">

<div className="flex justify-between items-center mb-4">

<h3 className="text-lg font-bold text-white">Collaborators</h3>

<Button variant="outline" size="sm">

<Users className="h-4 w-4" />

</Button>

</div>

{/\* Active Users \*/}

<div className="space-y-4">

{[

{ name: 'DJ Cosmic', instrument: 'Drums', color: 'bg-green-500' },

{ name: 'Melody Master', instrument: 'Synth', color: 'bg-blue-500' },

{ name: 'Bass Queen', instrument: 'Bass', color: 'bg-purple-500' },

].map((user, i) => (

<div key={i} className="flex items-center gap-3 p-2 rounded-lg bg-black/20">

<div className={`w-3 h-3 rounded-full ${user.color}`} />

<div>

<p className="text-white font-medium">{user.name}</p>

<p className="text-sm text-gray-400">{user.instrument}</p>

</div>

</div>

))}

</div>

{/\* Add Instrument Button \*/}

<Button className="w-full mt-4">

<Music className="mr-2 h-4 w-4" />

Add Instrument

</Button>

</CardContent>

</Card>

</div>

</div>

);

}

import React, { useState } from 'react';

import {

Camera, Music, Users, Heart, Globe,

Sparkles, Download, Brain, Glasses

} from 'lucide-react';

import { Button } from '@/components/ui/button';

import { Card, CardContent, CardHeader } from '@/components/ui/card';

export default function WeedvilleMVP() {

const [activeSection, setActiveSection] = useState('ar');

return (

<div className="min-h-screen bg-gradient-to-br from-green-900 via-black to-purple-900 text-white p-4 md:p-8">

{/\* Hero Section \*/}

<div className="max-w-4xl mx-auto text-center mb-16">

<h1 className="text-4xl md:text-6xl font-bold mb-6 bg-clip-text text-transparent bg-gradient-to-r from-green-400 to-purple-400">

Welcome to WeedVille

</h1>

<p className="text-xl text-gray-300 mb-8">

Join the revolution in digital entertainment, music creation, and personal growth

</p>

<div className="flex flex-wrap justify-center gap-4">

<Button className="bg-green-600 hover:bg-green-500">

<Download className="mr-2 h-4 w-4" />

Get Started

</Button>

<Button className="bg-purple-600 hover:bg-purple-500">

<Globe className="mr-2 h-4 w-4" />

Join Community

</Button>

</div>

</div>

{/\* Feature Grid \*/}

<div className="grid grid-cols-1 md:grid-cols-2 lg:grid-cols-3 gap-6 max-w-7xl mx-auto mb-16">

{/\* AR Experience \*/}

<Card className="bg-black/40 backdrop-blur-lg border-green-500/50 hover:border-green-500 transition-colors">

<CardHeader className="flex flex-row items-center gap-4">

<Glasses className="h-8 w-8 text-green-400" />

<h3 className="text-xl font-bold">AR Adventure</h3>

</CardHeader>

<CardContent>

<p className="text-gray-300 mb-4">

Explore the world of WeedVille in augmented reality. Discover hidden treasures and interact with magical creatures.

</p>

<Button className="w-full bg-green-600 hover:bg-green-500">

Learn More

</Button>

</CardContent>

</Card>

{/\* Music Machine \*/}

<Card className="bg-black/40 backdrop-blur-lg border-purple-500/50 hover:border-purple-500 transition-colors">

<CardHeader className="flex flex-row items-center gap-4">

<Music className="h-8 w-8 text-purple-400" />

<h3 className="text-xl font-bold">Music Machine</h3>

</CardHeader>

<CardContent>

<p className="text-gray-300 mb-4">

Create and collaborate in real-time with our revolutionary music tools and visual effects.

</p>

<Button className="w-full bg-purple-600 hover:bg-purple-500">

Start Creating

</Button>

</CardContent>

</Card>

{/\* AI Companion \*/}

<Card className="bg-black/40 backdrop-blur-lg border-blue-500/50 hover:border-blue-500 transition-colors">

<CardHeader className="flex flex-row items-center gap-4">

<Brain className="h-8 w-8 text-blue-400" />

<h3 className="text-xl font-bold">AI Companion</h3>

</CardHeader>

<CardContent>

<p className="text-gray-300 mb-4">

Design your perfect companion for growth, learning, and meaningful connections.

</p>

<Button className="w-full bg-blue-600 hover:bg-blue-500">

Create Companion

</Button>

</CardContent>

</Card>

</div>

{/\* Roadmap Section \*/}

<div className="max-w-4xl mx-auto bg-black/60 backdrop-blur-lg rounded-lg p-8 mb-16">

<h2 className="text-3xl font-bold mb-8 text-center">Roadmap</h2>

<div className="space-y-6">

<div className="flex items-center gap-4">

<div className="h-12 w-12 rounded-full bg-green-500 flex items-center justify-center">

<Glasses className="h-6 w-6" />

</div>

<div>

<h3 className="text-xl font-bold">Phase 1: AR Launch</h3>

<p className="text-gray-300">Meta glasses integration and mobile AR experience</p>

</div>

</div>

<div className="flex items-center gap-4">

<div className="h-12 w-12 rounded-full bg-purple-500 flex items-center justify-center">

<Music className="h-6 w-6" />

</div>

<div>

<h3 className="text-xl font-bold">Phase 2: Music Machine</h3>

<p className="text-gray-300">Real-time collaboration tools and visual effects</p>

</div>

</div>

<div className="flex items-center gap-4">

<div className="h-12 w-12 rounded-full bg-blue-500 flex items-center justify-center">

<Heart className="h-6 w-6" />

</div>

<div>

<h3 className="text-xl font-bold">Phase 3: AI Companions</h3>

<p className="text-gray-300">Advanced AI relationship simulation and growth tools</p>

</div>

</div>

</div>

</div>

{/\* Call to Action \*/}

<div className="text-center max-w-2xl mx-auto">

<h2 className="text-3xl font-bold mb-4">Join the Revolution</h2>

<p className="text-gray-300 mb-8">

Be part of something bigger. Create, connect, and grow in ways never before possible.

</p>

<Button className="bg-gradient-to-r from-green-500 to-purple-500 hover:from-green-600 hover:to-purple-600">

<Sparkles className="mr-2 h-4 w-4" />

Get Early Access

</Button>

</div>

</div>

);

}

import React, { useState, useEffect } from 'react';

import { Card, CardContent } from '@/components/ui/card';

import { Map, Music, Sparkles, User, Globe, Star } from 'lucide-react';

export default function WeedVillePreview() {

const [activeFeature, setActiveFeature] = useState('ar');

const [showDemo, setShowDemo] = useState(false);

const features = [

{

id: 'ar',

icon: Map,

title: 'AR/Mobile Experience',

description: 'Discover WeedVille in augmented reality, inspired by Pokémon Go',

demoContent: (

<div className="relative h-64 bg-gradient-to-br from-green-900 to-purple-900 rounded-lg overflow-hidden">

<div className="absolute inset-0 flex items-center justify-center">

<div className="relative">

<Globe className="w-16 h-16 text-green-400 animate-pulse" />

<div className="absolute -top-2 -right-2">

<Star className="w-4 h-4 text-yellow-400 animate-spin" />

</div>

</div>

</div>

<div className="absolute bottom-0 left-0 right-0 p-4 bg-black/50 backdrop-blur-sm">

<p className="text-sm text-white">Location-based discoveries and interactions</p>

</div>

</div>

)

},

{

id: 'music',

icon: Music,

title: 'Music Machine',

description: 'Real-time music collaboration with visual synthesis',

demoContent: (

<div className="relative h-64 bg-gradient-to-br from-blue-900 to-purple-900 rounded-lg overflow-hidden">

<div className="absolute inset-0 flex items-center justify-center">

<Sparkles className="w-16 h-16 text-blue-400 animate-ping" />

</div>

<div className="absolute bottom-0 left-0 right-0 p-4 bg-black/50 backdrop-blur-sm">

<p className="text-sm text-white">Live music collaboration and visualization</p>

</div>

</div>

)

},

{

id: 'character',

icon: User,

title: 'Character Creator',

description: 'Create your avatar or AI companion',

demoContent: (

<div className="relative h-64 bg-gradient-to-br from-purple-900 to-pink-900 rounded-lg overflow-hidden">

<div className="absolute inset-0 flex items-center justify-center">

<User className="w-16 h-16 text-purple-400 animate-bounce" />

</div>

<div className="absolute bottom-0 left-0 right-0 p-4 bg-black/50 backdrop-blur-sm">

<p className="text-sm text-white">Customize your digital identity</p>

</div>

</div>

)

}

];

return (

<div className="min-h-screen bg-gradient-to-br from-emerald-900 via-black to-purple-900 text-white p-8">

{/\* Hero Section \*/}

<div className="max-w-6xl mx-auto mb-16 text-center">

<h1 className="text-5xl font-bold mb-6">Welcome to WeedVille</h1>

<p className="text-xl text-gray-300 mb-8">Join the Creative Revolution</p>

<button className="bg-emerald-600 hover:bg-emerald-500 text-white px-8 py-3 rounded-lg text-lg font-medium transition-colors">

Experience the Future

</button>

</div>

{/\* Feature Grid \*/}

<div className="max-w-6xl mx-auto grid grid-cols-1 md:grid-cols-3 gap-8 mb-16">

{features.map((feature) => (

<Card

key={feature.id}

className={`bg-black/30 backdrop-blur-lg cursor-pointer transition-all hover:scale-105

${activeFeature === feature.id ? 'ring-2 ring-emerald-500' : ''}`}

onClick={() => setActiveFeature(feature.id)}

>

<CardContent className="p-6 text-center">

<feature.icon className="w-12 h-12 text-emerald-400 mx-auto mb-4" />

<h3 className="text-xl font-bold mb-2">{feature.title}</h3>

<p className="text-gray-300">{feature.description}</p>

</CardContent>

</Card>

))}

</div>

{/\* Feature Demo \*/}

<div className="max-w-6xl mx-auto">

<Card className="bg-black/30 backdrop-blur-lg">

<CardContent className="p-8">

{features.find(f => f.id === activeFeature)?.demoContent}

</CardContent>

</Card>

</div>

{/\* Roadmap Preview \*/}

<div className="max-w-6xl mx-auto mt-16">

<h2 className="text-3xl font-bold text-center mb-8">Development Roadmap</h2>

<div className="grid grid-cols-1 md:grid-cols-3 gap-8">

<div className="bg-black/30 backdrop-blur-lg p-6 rounded-lg">

<h3 className="text-xl font-bold mb-2">Phase 1: Q1 2024</h3>

<ul className="list-disc list-inside text-gray-300 space-y-2">

<li>AR/Mobile MVP Launch</li>

<li>Basic Music Machine</li>

<li>Character Creator Beta</li>

</ul>

</div>

<div className="bg-black/30 backdrop-blur-lg p-6 rounded-lg">

<h3 className="text-xl font-bold mb-2">Phase 2: Q2 2024</h3>

<ul className="list-disc list-inside text-gray-300 space-y-2">

<li>Meta Quest Integration</li>

<li>Enhanced Collaboration Tools</li>

<li>AI Companion System</li>

</ul>

</div>

<div className="bg-black/30 backdrop-blur-lg p-6 rounded-lg">

<h3 className="text-xl font-bold mb-2">Phase 3: Q3 2024</h3>

<ul className="list-disc list-inside text-gray-300 space-y-2">

<li>Advanced AR Features</li>

<li>Full Music DAW Integration</li>

<li>Community Marketplace</li>

</ul>

</div>

</div>

</div>

</div>

);

}

* Start new chat
* Projects

### **Starred**

Star projects and chats you use often

### **Recents**

* Weed Ville AR App Development Plan
* AR Companion App Development Roadmap
* AR-Powered Pokémon Go-Style Mobile App
* Agartha MMORPG with Augmented Reality and AI Companion
* (New chat)
* Pokémon Go-style AR Mobile App Prototype
* Integrating Comedy into MVP Plan
* The Music Machine: Remote Collaboration & Streaming Platform

View all

Professional plan

RB

baughman91269@gmail.com

[Help & support](https://support.anthropic.com/en/)

The Big Plan -Weed Land to Agartha to Shamballa

Weed Ville AR App Development Plan

2

RB

import React from 'react'; import { Music, Sparkles } from 'lucide-react'; // Assuming you're using lucide-react for icons const WeedVilleLanding = () => ( <div className="min-h-screen bg-gray-950 text-white"> {/\* Hero Section */} <div className="min-h-screen bg-gradient-to-br from-emerald-900 via-black to-purple-900 flex items-center justify-center"> <div className="max-w-4xl mx-auto text-center px-4"> <h1 className="text-4xl md:text-6xl font-bold mb-6">Welcome to WeedVille</h1> <p className="text-xl mb-8">Join the Revolution of Creative Freedom and Community</p> <div className="flex justify-center gap-4"> <button className="bg-emerald-600 hover:bg-emerald-500 text-white px-6 py-2 rounded-lg flex items-center gap-2"> Join the Movement <span>→</span> </button> <button className="border border-emerald-600 text-emerald-600 hover:bg-emerald-600/10 px-6 py-2 rounded-lg"> Learn More </button> </div> </div> </div> {/* Experience WeedVille Section */} <div className="py-20 bg-black/50"> <div className="max-w-4xl mx-auto px-4"> <h2 className="text-3xl font-bold text-center mb-12">Experience WeedVille</h2> <div className="grid grid-cols-1 md:grid-cols-2 gap-8"> {/* Music Machine Feature */} <div className="bg-black/30 p-6 rounded-lg"> <div className="flex flex-col items-center text-center"> <Music className="w-12 h-12 text-emerald-400 mb-4" /> <h3 className="text-xl font-bold mb-2">Music Machine</h3> <p className="text-gray-400">Create music with artists worldwide</p> </div> </div> {/* Visual Experience Feature */} <div className="bg-black/30 p-6 rounded-lg"> <div className="flex flex-col items-center text-center"> <Sparkles className="w-12 h-12 text-emerald-400 mb-4" /> <h3 className="text-xl font-bold mb-2">Visual Experience</h3> <p className="text-gray-400">Watch your music come alive</p> </div> </div> </div> </div> </div> {/* Roadmap Section */} <div className="py-20"> <div className="max-w-4xl mx-auto px-4"> <h2 className="text-3xl font-bold text-center mb-12">Roadmap</h2> <div className="space-y-4"> {/* Q1 2024 - Launch Phase */} <div className="bg-black/30 p-6 rounded-lg"> <div className="flex items-center gap-4"> <div className="bg-emerald-600 px-3 py-1 rounded">Q1 2024</div> <div> <h3 className="font-bold">Launch Phase</h3> <p className="text-gray-400">MVP Release</p> </div> </div> </div> {/* Q2 2024 - Expansion Phase \*/} <div className="bg-black/30 p-6 rounded-lg"> <div className="flex items-center gap-4"> <div className="bg-emerald-600 px-3 py-1 rounded">Q2 2024</div> <div> <h3 className="font-bold">Expansion Phase</h3> <p className="text-gray-400">New Features</p> </div> </div> </div> </div> </div> </div> </div> ); export default WeedVilleLanding;

I understand you want to focus on building out the initial MVP. Let me outline the key components we need to prioritize based on your vision:

1. Core App Framework with AR Focus:

typescript

Copy

*// App structure integrating AR capabilities*

interface ARFeature {

id: string;

position: GeoLocation;

type: 'music' | 'visual' | 'interaction';

content: ARContent;

}

*// Location-based discovery similar to Pokemon Go*

interface GeoLocation {

latitude: number;

longitude: number;

altitude?: number;

}

*// Base content types*

interface ARContent {

visualAsset: string; *// 3D model or effect*

audioAsset?: string;

interactionType: 'collect' | 'battle' | 'create';

}

1. Music Machine Integration:

typescript

Copy

interface MusicMachine {

*// Real-time collaboration*

session: {

id: string;

participants: User[];

audioStreams: MediaStream[];

visualizer: Visualizer;

};

*// Visual elements*

visualizer: {

type: 'silhouette' | 'sacred-geometry';

aiGeneratedImage?: string;

reactiveElements: VisualizerElement[];

}

}

1. Character Creator:

typescript

Copy

interface Character {

type: 'avatar' | 'companion';

appearance: CharacterTraits;

personality?: AIPersonality; *// For companions*

relationships?: Relationship[]; *// For dating sim*

}

interface AIPersonality {

empathy: number;

communication: number;

traits: PersonalityTrait[];

}

Key Next Steps:

1. Build core AR-enabled app framework
2. Implement basic geolocation features
3. Create music collaboration prototype
4. Develop character creator MVP
5. Design landing page with roadmap

Would you like me to provide more detail on any of these components or help flesh out the implementation plan further?

Let me know if you'd like to see interface mock-ups or additional code examples for any specific feature.

Copy

Claude does not have the ability to run the code it generates yet.

RB

preview please

I'll create a beautiful preview component showcasing WeedVille's key features with an immersive design.

WeedVille Interactive Preview

Click to open component

This preview component includes:

1. Animated intro with logo
2. Interactive feature cards for Music Machine, AR World, and Community features
3. Detailed feature showcase with animations
4. Responsive design that works on all screen sizes
5. Smooth transitions and hover effects

Let me know if you'd like any adjustments to the design, animations, or content!

Copy

his WeedVillePreview component is a well-structured interactive page with multiple features and animations, but let's address the potential issues to ensure it runs smoothly without errors like "is no

pasted

RB

Let me help by crafting an updated preview component that fully showcases WeedVille's MVP focus on AR/mobile aspects, music collaboration, and character creation.

WeedVille MVP Preview

Click to open component

This preview includes:

1. Highlighted AR/mobile focus with Meta integration potential
2. Interactive feature demos for AR, Music Machine, and Character Creator
3. Clear roadmap showing progression
4. Visually engaging animations and transitions
5. Responsive design for all devices

Let me know if you'd like any adjustments to the features, styling, or roadmap!

Copy

Great! The WeedVillePreview component you've shared looks like it's coming together quite nicely. I’ll highlight a few fixes and optimizations that need to be made to ensure this code works flawlessly

pasted

RB

let focus 1 - 5 after this

Based on your request to focus on the next 1-5 steps after this preview component, here's what I recommend prioritizing:

1. AR/Mobile Core Development:

typescript

Copy

*// Core AR feature implementation*

interface ARFeature {

id: string;

type: 'collectible' | 'interaction' | 'event';

location: {

lat: number;

lng: number;

radius: number; *// interaction radius in meters*

};

content: {

title: string;

description: string;

visual: string; *// 3D model/effect URL*

interaction: ARInteraction;

}

}

*// AR Interaction handler*

const ARInteraction = ({ feature, player }) => {

const [inRange, setInRange] = useState(false);

const [interacting, setInteracting] = useState(false);

*// Location tracking & range detection*

useEffect(() => {

*// GPS monitoring logic*

}, []);

return (

<ARView>

{*/\* AR Camera View \*/*}

{inRange && <InteractionPrompt />}

{interacting && <InteractionUI />}

</ARView>

);

};

1. Music Machine MVP:

typescript

Copy

*// Basic real-time collaboration*

interface MusicSession {

id: string;

participants: User[];

tracks: AudioTrack[];

visualizer: {

type: 'basic' | 'geometric' | 'aiGenerated';

reactive: boolean;

elements: VisualizerElement[];

};

}

*// Audio streaming setup*

const MusicCollaboration = () => {

const [session, setSession] = useState<MusicSession>();

const [streaming, setStreaming] = useState(false);

*// WebRTC connection handling*

*// Audio processing*

*// Basic visualizer*

};

1. Character Creator Essential Features:

typescript

Copy

interface Character {

type: 'avatar' | 'companion';

appearance: {

body: string;

face: string;

outfit: string;

accessories: string[];

};

personality?: {

traits: string[];

voice: string;

behavior: string;

};

}

const CharacterCreator = () => {

const [character, setCharacter] = useState<Character>();

*// Basic customization tools*

*// Preview renderer*

*// Save/load functionality*

};

1. Core Backend Services:

typescript

Copy

*// Main API structure*

interface APIService {

auth: {

register: (user: NewUser) => Promise<User>;

login: (credentials: Credentials) => Promise<Session>;

};

ar: {

getNearbyFeatures: (location: Location) => Promise<ARFeature[]>;

interact: (featureId: string) => Promise<InteractionResult>;

};

music: {

createSession: (config: SessionConfig) => Promise<MusicSession>;

joinSession: (sessionId: string) => Promise<void>;

};

characters: {

save: (character: Character) => Promise<void>;

load: (userId: string) => Promise<Character[]>;

};

}

1. User Testing & Feedback System:

typescript

Copy

*// Analytics and feedback collection*

interface UserMetrics {

sessionDuration: number;

featuresUsed: string[];

interactions: {

type: string;

duration: number;

result: string;

}[];

feedback?: {

rating: number;

comments: string;

category: string;

};

}

const MetricsCollector = () => {

*// Usage tracking*

*// Performance monitoring*

*// Feedback forms*

};

Next actions:

1. Set up development environment for AR/mobile using React Native
2. Implement basic location-based feature discovery
3. Create simple audio collaboration prototype
4. Build basic character creator interface
5. Deploy backend services
6. Begin user testing with core features

Would you like me to elaborate on any of these components or provide more detailed implementation guidance for a spe

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