

# Stack Implementation

The 'Snoopiest' Engine: A Hybrid Monorepo Architecture

## Stack Implementation

This section outlines best-in-class, open-source technologies used for each layer of the Snoopiest architecture. Each selection is optimized for performance, scalability, and compatibility with modern frameworks like Next.js 15 and React 19.

### MONOREPO TOOLING

#### [NX](https://nx.dev/) (<https://nx.dev/>)

Best for complex, polyglot projects. Offers a rich plugin ecosystem (including Python), advanced dependency graphing, and robust caching.

### ALTERNATIVES

[Turbo](https://turbo.build/) (<https://turbo.build/>)

### WEB FRAMEWORK

The industry standard for building full-stack React applications. Providing optimized performance with SSR, SSG, and React Server Components.

### ALTERNATIVES

[Remix](https://remix.run/) (<https://remix.run/>)

[Astro](https://astro.build/) (<https://astro.build/>)

[TanStack Start](https://tanstack.com/start) (<https://tanstack.com/start>)

### UNIVERSAL FRAMEWORK

#### [Expo](https://expo.dev/) (<https://expo.dev/>)

Build for Web, iOS, and Android from a single TypeScript codebase. Features a powerful CLI and OTA updates.

## ALTERNATIVES

[Tamagui](https://tamagui.dev/) (<https://tamagui.dev/>)

## API LAYER

### [tRPC](https://trpc.io/) (<https://trpc.io/>)

Enables end-to-end typesafe APIs with zero code generation. Unbeatable DX in a full-stack TS monorepo.

## ALTERNATIVES

[GraphQL](https://graphql.org/) (<https://graphql.org/>)

[REST \(OpenAPI\)](https://www.openapis.org/) (<https://www.openapis.org/>)

## DATABASE

### [PostgreSQL](https://www.postgresql.org/) (<https://www.postgresql.org/>)

Powerful, open-source relational database known for reliability and performance at scale.

## ALTERNATIVES

[MySQL](https://www.mysql.com/) (<https://www.mysql.com/>)

[SQLite](https://www.sqlite.org/) (<https://www.sqlite.org/>)

## DATABASE ORM

### [Drizzle ORM](https://orm.drizzle.team/) (<https://orm.drizzle.team/>)

Lightweight, performant, and type-safe SQL query builder with SQL-like syntax.

## ALTERNATIVES

[Prisma](https://www.prisma.io/) (<https://www.prisma.io/>)

## AUTHENTICATION

### [better-auth](https://www.better-auth.com/) (<https://www.better-auth.com/>)

Comprehensive, framework-agnostic auth for TypeScript. Self-hostable and avoids vendor lock-in.

#### ALTERNATIVES

[Supabase Auth](https://supabase.com/auth) (<https://supabase.com/auth>)

[Clerk](https://clerk.com/) (<https://clerk.com/>)

[WorkOS](https://workos.com/) (<https://workos.com/>)

[Firebase Auth](https://firebase.google.com/products/auth) (<https://firebase.google.com/products/auth>)

## AI/ML SERVICES

### [FastAPI](https://fastapi.tiangolo.com/) (Python) (<https://fastapi.tiangolo.com/>)

High-performance Python web framework ideal for building AI/ML APIs and leveraging Python's ML ecosystem.

#### ALTERNATIVES

[Flask](https://flask.palletsprojects.com/) (<https://flask.palletsprojects.com/>)

[Django Ninja](https://django-ninja.rest-framework.com/) (<https://django-ninja.rest-framework.com/>)

## HEADLESS CMS

### [PayloadCMS](https://payloadcms.com/) (<https://payloadcms.com/>)

Developer-first, open-source headless CMS built with TS and React. Deep Next.js integration.

#### ALTERNATIVES

[Strapi](https://strapi.io/) (<https://strapi.io/>)

[Directus](https://directus.io/) (<https://directus.io/>)

## CLIENT DATA FETCHING

### [TanStack Query](https://tanstack.com/query/latest) (<https://tanstack.com/query/latest>)

De-facto standard for managing server state in React. Provides caching and background refetching.

#### ALTERNATIVES

[SWR](https://swr.vercel.app/) (<https://swr.vercel.app/>)

[Apollo Client](https://www.apollographql.com/docs/react/) (<https://www.apollographql.com/docs/react/>)

## UI DATA GRIDS

### [TanStack Table](https://tanstack.com/table/latest) (<https://tanstack.com/table/latest>)

Headless UI library for building powerful and fully customizable data tables and grids.

#### ALTERNATIVES

[AG Grid](https://www.ag-grid.com/) (<https://www.ag-grid.com/>)

## E2E TESTING

### [Playwright](https://playwright.dev/) (<https://playwright.dev/>)

Modern, reliable E2E testing framework with true cross-browser support and auto-waits.

#### ALTERNATIVES

[Cypress](https://www.cypress.io/) (<https://www.cypress.io/>)

## COMPONENT TESTING

### [Storybook](https://storybook.js.org/) (<https://storybook.js.org/>)

Essential tool for developing UI components in isolation. Serves as a living documentation.

#### ALTERNATIVES

[Ladle](https://ladle.dev/) (<https://ladle.dev/>)

## The AI Model Zoo (Execution Layer)

We utilize a Best-in-Class Modular Approach rather than a single provider. This prevents vendor lock-in and allows upgrading specific components (e.g., swapping the Image Generator without breaking the Text Analyzer).

**[!NOTE] Cost Analysis:** A detailed breakdown of the costing layer is available in the [Cost Estimator](#).

### LOGIC / TEXT

#### [Claude 3.5 Sonnet](#) (<https://www.anthropic.com/>)

##### PROVIDER

[Anthropic API](#) (<https://docs.anthropic.com/>)

"Superior reasoning capabilities and larger context window (200k) for analyzing full chapters."

### IMAGE GEN

#### [Flux.1 \[Dev\]](#) (<https://blackforestlabs.ai/>)

##### PROVIDER

[Replicate / Fal.ai](#) (<https://replicate.com/>)

"Currently beats Midjourney in prompt adherence and text rendering."

## VIDEO GEN

**Luma Dream Machine** (<https://lumalabs.ai/dream-machine>)

### PROVIDER

[Luma API](https://lumalabs.ai/) (<https://lumalabs.ai/>)

*"High temporal coherence. Relies on "Keyframe" feature for control."*

## AUDIO / TTS

**ElevenLabs (Turbo v2)** (<https://elevenlabs.io/>)

### PROVIDER

[ElevenLabs API](https://elevenlabs.io/api) (<https://elevenlabs.io/api>)

*"Low latency and highest emotional range."*

## LIP SYNC

**SyncLabs / SadTalker** (<https://synclabs.so/>)

### PROVIDER

API / Local

*"Decoupled lip-syncing ensures we can perfect audio performance before mapping to video."*

## Advanced Document Management

We treat the screenplay not just as text, but as **executable documentation**.

## The Quarto (QMD) Pipeline

1. **Source:** `Chapter_01.md` (Raw Text).
2. **Processing:** The Agent converts this into `Script_01.qmd` (Quarto Markdown).
3. **Metadata Injection:** The Agent embeds JSON metadata (Camera angles, Lighting) inside YAML headers or hidden code blocks within the QMD.
4. **Render:**
  - **For Humans:** Quarto renders a clean PDF looking like a Hollywood script (Courier font, proper indentation).
  - **For Robots:** The system parses the underlying JSON data blocks from the same file to drive the video generator.

**[!TIP] Single Source of Truth:** *The readable PDF script reviewed by humans is the exact same code that generates the video.*

## Audio & Lip Sync Architecture

Professional production requires **Decoupling**. We generally avoid “all-in-one” generators to maintain granular control over performance.

- **Step 1: Audio Production (The Radio Play)**
  - Generate full audio track using ElevenLabs.
  - **Forced Alignment:** Use tools like Gentle or OpenAI Whisper to get exact timing of every word.
- **Step 2: Video Generation (The Silent Film)**
  - Generate the 8-second video visuals based on the visual prompt.
- **Step 3: The Sync Pass (Post-Process)**
  - **Lip-Sync:** Run Video + Audio through a dedicated Sync engine (Wav2Lip/SyncLabs).

## 5. Asset Management: "The Cloud-Local Mirror"

Team collaboration on 50GB+ video projects is challenging. We solve this with a "Split-Brain" storage strategy.

### Storage Strategy

- **Code & Scripts:** `GitHub` (.md, .qmd, .json) - Version controlled, lightweight.
- **Heavy Assets:** `AWS S3 / Cloudflare R2` (.mp4, .png, .wav) - Cheap object storage.

### The Sync Mechanism (`npm run asset:sync`)

1. Cloud Worker renders video → Uploads to S3 → Pushes Manifest to Database.
2. Local CLI detects new manifest.
3. **Node.js** `fs` generates folder structure locally matching the Chapter/Scene hierarchy.
4. Pulls only the new video files to your local folder.

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## 6. Execution Environment

### Writing / Logic

`Cloud (Anthropic)`

**WHY:** Requires massive GPU/TPU for LLM reasoning.

### Folder Gen / Management

`Local (Node.js)`

**WHY:** Fast file system operations; zero latency UI updates.

### Image/Video Rendering

Cloud (Replicate)

WHY: Requires A100 GPUs. Too slow/hot to run on local MacBook.

## Final Assembly

Hybrid

WHY: FFmpeg WASM for quick previews; Cloud Lambda for 4K export.