

# System Design Document: AI Primary Care Consultation

## Overview

Amigo is a two-phase AI primary care chat that routes each patient message through specialized agents and a simple state machine. In Phase 1, a Doctor agent gathers symptoms and decides whether to keep probing, escalate for emergency care, or transition to assessment. Probe responses are quality-gated by a Supervisor with up to three retries (feedback is fed back into the Doctor). In Phase 2, a Counselor explains the assessment and plan in a structured format, or answers follow-up questions directly. The API keeps chat state (phase, collected info, assessment, plan) and signals emergencies and phase transitions to the UI.

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## Architecture

### PHASE 1: Information Gathering

Patient

Doctor  
Agent                      Supervisor  
                                (probe)    (traffic light)

[ ]                      [ ]  
approved                 rejected

retry (max 3x)

Doctor's Decision

[probe]    [ready]    [emergency]

escalate() → END

## PHASE 2

ask more questions

### PHASE 2: Assessment & Plan

Patient

Counselor	Explain assessment
Agent	Walk through plan
	Answer follow-up questions

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### Supervisor as Traffic Light

The Supervisor does NOT generate content. It only gives: - **Green** (approved: true) → Doctor's probe response goes to patient - **Red** (approved: false) → Doctor regenerates response using feedback

Notes: - Supervisor validation is only applied to **probe** responses. - **ready** and **emergency** responses bypass validation and proceed immediately.

Doctor generates response

Supervisor

[ ] [ ]

Doctor tries again (up to 3x, with feedback)

After 3 failures: `escalate()`

Send to patient

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### Retry Logic (in /api/chat)

```
let approved = false;
let attempts = 0;
let supervisorFeedback;

while (!approved && attempts < 3) {
    attempts++;

    // Doctor generates response (with optional feedback)
    doctorDecision = await runDoctor(conversation, collectedInfo, supervisorFeedback);

    // Ready or emergency skip validation
    if (doctorDecision.type === "ready" || doctorDecision.type === "emergency") {
        approved = true;
        break;
    }

    // Supervisor checks probe responses only
    supervisorResult = await runSupervisor(
        doctorDecision.response,
        doctorDecision.type,
        conversation,
        doctorDecision.assessment,
        doctorDecision.plan
    );

    approved = supervisorResult.approved;
    if (!approved) {
        supervisorFeedback = supervisorResult.reason || "Fix supervisor constraints";
    }
}

if (!approved) {
    await escalate("Supervisor validation failed after 3 attempts");
}
```

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### Agent Responsibilities

Agent	What it does	Output
<b>Doctor</b>	Talks to patient, gathers symptoms, decides next step	{type, response, assessment?, plan?}
<b>Supervisor</b>	Reviews Doctor's probe response, approve or reject	{approved: true/false, reason?}
<b>Counselor</b>	Explains assessment/plan or answers follow-ups	{mode: "plan"   "answer", assessment?, treatment_plan?, follow_up?, answer?}

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## Doctor Decision Types

Type	Meaning	What happens
probe	Need more info	Ask another question, stay in Phase 1
ready	Have enough info	Provide assessment, move to Phase 2
emergency	Urgent symptoms detected	Call <code>escalate()</code> , end conversation

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## Counselor Modes (Phase 2)

- **plan mode:** Structured assessment + treatment plan (3 items) + follow-up.
  - **answer mode:** Direct answer when the user asks a specific question.
  - The API formats plan mode into ASSESSMENT / TREATMENT\_PLAN / FOLLOW\_UP sections and normalizes the closing line.
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## Chat State & API Response

State fields tracked by the API:

- `phase`: "collecting" | "counseling" | "escalated" | "completed" (completed is currently unused)
- `collectedInfo`: user messages collected in Phase 1
- `assessment`, `plan`: saved when the Doctor returns `ready`

API response fields used by the UI:  
- **response**: assistant message to display  
- **newState**: updated ChatState  
- **isEmergency**: highlights emergency/escalation messages  
- **showPhaseTransition**: triggers the Phase 1 → Phase 2 transition banner  
- **counselor**: raw CounselorResult for structured rendering

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## File Structure

```
src/
  lib/
    types.ts          # Phase, ChatState, DoctorDecision, SupervisorResult
    agents.ts         # runDoctor(), runSupervisor(), runCounselor(), escalate()
    counselorFormatting.ts # normalizeTreatmentPlan()
  components/
    PhaseIndicator.tsx   # Shows Phase 1 vs Phase 2 visually
    ChatMessage.tsx      # Shows "Dr. Amigo" or "Counselor" label
    ChatInput.tsx
  app/
    api/chat/route.ts    # Main logic: doctor → supervisor → response
    page.tsx
```

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## Escalation Triggers

Trigger	When
Emergency symptoms	Doctor returns type: "emergency"
3 supervisor rejections	Probe responses fail validation 3x
System error	Catch block in API

### Stub (replace in production):

```
export async function escalate(reason: string): Promise<void> {
  console.log(`[ESCALATION] ${reason}`);
  // POST to external service here
}
```