An Example from Emstrata

The Emstrata Cycle

- The Emstrata Cycle is a standardized series of prompts that run of every turn in an Emstrata simulation
- This cycle retains a comprehensive memory of all entities in the simulation, plans/positions entities on an interactive coordinate plane, writes prose according to exacting instruction, captures secrets and memories, and corrects all continuity errors after the narrative is written.
- No single prompt or backend wizardry would be able to accomplish this by itself
- These are the layers (simplified for the example):
  - Groundskeeper (system memory)
  - Discovery (planning/consequence handling)
  - Narration (writing the narrative)
  - Chron-Con (correcting any minor errors)

Think Architecturally

Strategize on the best ways to achieve great results for your platform

- Consider your actual goal and then break it down into steps. If you were to perform this action yourself, what steps would you need to follow. Write that down. That’s your workflow
- After formalizing your workflow, think of the type of data transformations you would need throughout that process and then.build the prompts to automated, then chain them together
- Illustrative example: Your platform depending on conversation history for context can cause your token count and performance to take a hit. Perhaps a conversation consolidator prompt would benefit you. And if you want a truly random number to be used in the determination of something in your system, perhaps you have the backend serve that up to your AI, rather than assuming that the LLM’s training data can produce anything close to pure randomness