# Structure of Course Topics

How we'll lay out easily digestible info

- **Slide 1:** Introduction/definition of a common issue or a foundational concept

- **Slide 2:** Real world story involving this topic in either one of my projects or a well-known platform elsewhere and its resolution

- **Slide 3:** The decision making process breakdown and specifics that should inform build

- **Slide 4:** Major takeaways from previous slides and how to apply this to your own project

# My Projects

## What I've built using the methods that I'm sharing in this course

- **Emstrata:** A text-based emergent storycraft simulator where stories unfold like lived experiences. Participants make choices that shape massive, evolving narrative worlds, while layered AI systems maintain near-perfect continuity—tracking recurring details, preserving internal consistency, and ensuring decisions ripple meaningfully through the story. Users can alter simulations mid-flight, navigate through an AI-generated coordinate plane, make in-sim inquiries (with secret-shielding based on narrative context), and even protest minor errors to correct the story without breaking immersion.

- **PLATO5:** **In the middle of a redesign** An AI-first social engine designed to generate real-world friendships, not screen time. The platform matches people based on personality compatibility (Big 5 traits), shared interests, and location, then facilitates meaningful conversations through Zen—an AI chat manager that helps maintain dialogue, suggests discussion topics, and guides users toward planning actual meetups. The goal is getting people off the app and into real life.