

Memory Consolidation Layers

The stenographer of your platform

- Memory consolidation layers distill what just happened into something retrievable later. They extract the important details from verbose content and store them in a format your system can efficiently query or format into future inputs
- In Emstrata, Groundskeeper serves this function. After Discovery determines what happens and Narration writes it, Groundskeeper updates the comprehensive memory of all entities and the emergent narrative. It's maintaining the source of truth about the simulation state

Content Layers

The performer of your platform

- Content layers generate the actual output users experience - the prose, dialogue, descriptions, or interface text. These layers take decisions from reasoning layers and context from memory layers, then craft the experience
- Emstrata's Narration layer does this. It receives Discovery's decisions about what happened, checks Groundskeeper's simulation state, and writes the actual narrative text that players read. It's optimizing for atmosphere, pacing, and emotional resonance - not logic or consistency (that's handled elsewhere)