James X Tash Integration

Invited james@collab.land   Natascha Tiotuico

Attachments 🗓 James X Tash Integration

Summary

James Young and Natascha Tiotuico discussed integrating digital twins, defining target groups based on technical knowledge, and addressing the friction in agent setup, noting that pre-prompting is crucial for user guidance. They agreed on a gamified, simplified onboarding strategy, potentially using a slash command and a tutorial-level experience, where success will be measured by user engagement and retention, and coherence with the agent will be built through predictive questioning linked to XP and token earnings. Natascha Tiotuico raised privacy concerns, advocating for the digital twin to represent an online identity, which James Young agreed should avoid Personally Identifiable Information (PII) and focus on the agent's reputation.

Details

Notes Length: Standard

- **Holiday Preparations and Digital Twin Integration** James Young and Natascha Tiotuico briefly discussed their upcoming holiday plans, including a party and Christmas cookie making. The main focus of the conversation shifted to integrating the digital twins, where James Young asked Natascha Tiotuico to provide updates on their progress, aiming to integrate the pieces while minimizing technical complexity for them.

- **Target Groups and Agent Setup Friction** Natascha Tiotuico highlighted the initial need to define target groups based on their technical knowledge and interaction with AI, noting that setting up agents is a primary pain point. They questioned

whether users in Discord should be assumed to know how to set up an agent or if they only use pre-existing AI like Claude or ChatGPT. Natascha Tiotuico also emphasized the importance of pre-prompting to cultivate user curiosity and guide the user journey, especially for those unfamiliar with the mother project.

- **Onboarding Strategy and Gamification** James Young proposed simplifying the initial user experience to maximize engagement, suggesting a simple slash command like `/start` or `/agent` to begin. They countered the idea of requiring users to set up an agent first due to the potential friction, suggesting that the Mother project provide a centralized onboarding agent upon a user typing a command like `/quest`. This onboarding process would be gamified, offering XP points and eventually tokens as motivation for completing steps.

- **Tutorial Level Implementation** James Young suggested modeling the initial experience after a tutorial level in a complex game, where the user learns the mechanics of the game first before playing the full "mother game" with their own AI agent. They explained that the existing quiz agent infrastructure could be modified to function as this tutorial onboarding agent, requiring Natascha Tiotuico to define the pre-prompts and phases of this onboarding. Both agreed that this initial phase should focus on making the experience fun and engaging.

- **Success Metrics and Coherence** Natascha Tiotuico proposed measuring success based on how many people engage with the game and are retained, aligning with game developer KPIs. The discussion shifted to how coherence with the agent would be built, with James Young explaining that the agent will initially ask simple questions to gather data and then predict the user's answer, comparing it to the actual response to increase the coherence score. The coherence score will be directly mapped to the user's XP and token earnings, incentivizing continued interaction.

- **Digital Identity and Privacy Concerns** Natascha Tiotuico raised concerns about data privacy, especially regarding personal information, suggesting that the digital twin should represent a digital identity or online character chosen by the user, rather than their true self. James Young agreed that the questions should be fun and not involve Personally Identifiable Information (PII). Natascha Tiotuico concluded that clarifying that the agent is an online character or non-player character (NPC), as James Young described it, would help abstract the privacy data and move away from debates about personal information.

- **Focusing on Agent Reputation and Collaborative Experience** James Young emphasized that the focus is on the reputation of the agent, not the user's personal reputation, reinforcing the game-like nature of the interaction. Natascha Tiotuico proposed framing the tutorial as a collaborative team effort where the user and their agent "buddy" conquer games together to build coherence, which would make the concept of coherence clearer before introducing reputation.

- **Next Steps and AI-Driven Development** James Young outlined the immediate next steps: Natascha Tiotuico should create a description of the onboarding UI flow, interactions, and tutorial phase in a document. James Young plans to use a cursor agent to analyze this documentation and automate the creation of requirements and GitHub tickets, integrating AI into the project management and coding processes. Both agreed on the goal of using AI heavily to guide, vibe code, and create content to increase the speed of development.

- **Incentivizing Quality Contribution and Short Engagement** Natascha Tiotuico expressed concern about attracting users who only try to "game the system" for free money and advocated for designing the game to incentivize quality contributions over long game time. James Young agreed that the goal is to attract high-quality people whose attestation data will build a high-quality foundation for the DAO. The overall objective is to make the product fun to build and fun to play, which will attract users and differentiate the Mother project.

Suggested next steps

- ☐ James Young will modify the quiz agent codebase to create a tutorial onboarding agent.
- ☐ Natascha Tiotuico will focus on the tutorial phase by describing the onboarding UI flow and interaction in a Google Doc or Notion page, setting up the description in a requirement-based structure to support vibe coding, and considering wording (e.g., "AI online presence" or "character online") and educational games for the onboarding process.
- ☐ Natascha Tiotuico will look into onboarding tutorials, write something out, and experiment with AI to generate content and assist in drafting the product requirements.

You should review Gemini's notes to make sure they're accurate. [Get tips and learn how Gemini takes notes](#)

Please provide feedback about using Gemini to take notes in a [short survey.](#)