# UnrealAgent2 Implementation Plan

# Current Foundation

We have a solid foundation with well-defined interfaces and types:

#### 1. Core Interfaces

- PropertyStorage: Core storage operations interface
- BasePropertyStorage: Abstract base class for implementations
- PropertyStorageService: Service layer implementation

#### 2. Data Models

- PropertyData: Core property data structure
- NFTMetadata: NFT-specific information
- MarketStatus: Real-time market data
- SearchOptions & SearchResult: Search functionality
- FilterGroup & MetadataFilter: Filtering system

# Implementation Strategy

Phase 1: Test Infrastructure (Week 1)

#### 1. Memory Integration Tests

```
describe('Memory Integration', () => {
    // Test existing memory manager integration
    it('should store and retrieve knowledge');
    it('should handle vector embeddings');
    it('should perform similarity search');
});
```

### 2. Storage Interface Tests

```
describe('PropertyStorage Interface', () => {
    // Test against BasePropertyStorage implementation
    it('should implement all required methods');
    it('should handle property validation');
    it('should manage vector operations');
});
```

#### 3. Service Layer Tests

```
describe('PropertyStorageService', () => {
    // Test service functionality
    it('should initialize with storage backend');
    it('should proxy storage operations');
    it('should handle errors properly');
});
```

# Phase 2: UnrealAgent2 Integration (Week 2)

#### 1. Core Agent Tests

```
describe('UnrealAgent2', () => {
    // Test agent initialization
    it('should initialize with proper configuration');
    it('should connect to storage service');
    it('should handle embedding generation');
});
```

## 2. Query Processing Tests

```
describe('Query Processing', () => {
    // Test natural language handling
    it('should parse property queries');
    it('should extract search parameters');
    it('should generate embeddings');
});
```

#### 3. Market Integration Tests

```
describe('Market Integration', () => {
    // Test NFT market features
    it('should fetch market status');
    it('should update property listings');
    it('should track price changes');
});
```

# Implementation Steps

Week 1: Core Infrastructure

#### Day 1-2: Memory Integration

- 1. Create memory-integration.test2.ts
- 2. Test knowledge storage operations

- 3. Validate embedding functionality
- 4. Test search capabilities

#### Day 3-4: Storage Interface

- 1. Create property-storage.test.ts
- 2. Test CRUD operations
- 3. Test search operations
- 4. Test bulk operations

#### Day 5: Service Layer

- 1. Create property-service.test.ts
- 2. Test service initialization
- 3. Test operation proxying
- 4. Test error handling

# Week 2: UnrealAgent2 Features

### Day 1-2: Agent Core

- 1. Create unreal-agent2.test.ts
- 2. Test configuration management
- 3. Test service integration
- 4. Test embedding operations

#### Day 3-4: Query Features

- 1. Create query-processing.test.ts
- 2. Test natural language parsing
- 3. Test parameter extraction
- 4. Test search execution

#### Day 5: Market Features

- 1. Create market-integration.test.ts
- 2. Test NFT data fetching
- 3. Test market updates
- 4. Test price tracking

# Test Structure

# Success Criteria

### 1. Test Coverage

- All interfaces fully tested
- Edge cases covered
- Error scenarios handled

## 2. Integration Points

- Memory manager integration verified
- Storage service properly tested
- Market integration validated

#### 3. Performance Metrics

- Search response times
- Embedding generation speed
- Market data latency

# **Next Steps**

- 1. Begin with memory-integration.test2.ts
  - Build on existing test patterns
  - Add new test cases
  - Improve error coverage
- 2. Proceed with storage interface tests
  - Validate interface compliance
  - Test edge cases
  - Verify error handling
- 3. Move to service layer tests
  - Test initialization
  - Verify operations
  - Check error propagation