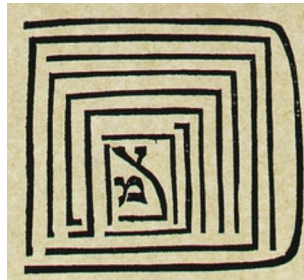


Shuffling Hierarchical State Machine Design for Tau Run NPC Interactions

Kabbalist Influences



This is an image of a labyrinth made of the first letter of each 10 Sephirot with the Hebrew letter Tav (ת) in the center.

-From The Zohar:
The Book of Splendor

The 10 Sephirot

<https://en.m.wikipedia.org/wiki/Sephirot#:~:text=The%20sefirot%20are%20described%20as.that%20is%20beyond%20conscious%20intellect>

A data / information based design system and methodology the Shuffling Hierarchical State Machine design.

I'm now thinking through the Ux/UI interface. It projects into Tau Core AI to assign personalities, mannerisms, knowledge set, and motivational behavior to NPCs that will give players an abundance of conversational immersion.

This Modality means its easy to create realistic people-like AIs that will be different for every player and playthrough. Players can choose from prompt suggestions or type in anything they want.

I'll be fleshing out the overall design for this document.

Update given consideration to Penroses theories:

Independent
Anti-algorithmic
Mechanically
Grand
Operating
Dynamics

<https://businesswarriorsdojo.com/2020/09/05/the-wisdom-of-outliers-algorithm-bias-anti-algorithms-and-decision-making/#:~:text=The%20way%20to%20do%20this,independent%20or%20dependent%20algorithm%20logic>

Other Uses

Collective Unconscious and Causality Wave System

Visual Aesthetics Customization System

Kara's Notes:

Tau

1

: the 19th letter of the Greek alphabet
see Alphabet Table

2

: a short-lived elementary particle of the lepton family that exists in positive and negative charge states and has a mass about 3500 times greater than an electron
called also tau particle

3

: a protein that binds to and regulates the assembly and stability of neuronal microtubules and that is found in an abnormal form as the major component of neurofibrillary tangles