

# APOTHYAI PTY LIMITED

Internal Development Document

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## APOTHY AI COMPANION APP DEVELOPMENT PLAN

Mobile Application MVP

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Document Version:	1.0
Status:	MVP Planning
Date:	December 2025
Classification:	Internal Use Only
Prepared by:	Development Team
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# Contents

<b>1</b>	<b>Executive Summary</b>	<b>4</b>
1.1	Project Overview	4
1.2	Key Principles	4
1.3	Target Timeline	4
<b>2</b>	<b>Technical Architecture</b>	<b>5</b>
2.1	Technology Stack	5
2.2	System Architecture	5
2.2.1	Presentation Layer	5
2.2.2	Application Layer	5
2.2.3	Domain Layer	5
2.2.4	Data Layer	6
2.3	Data Flow Architecture	6
<b>3</b>	<b>Data Models</b>	<b>7</b>
3.1	Identity Core Model	7
3.2	Transformative State Model	7
3.3	Message Model	8
<b>4</b>	<b>Transformative State Protocol</b>	<b>9</b>
4.1	State Definitions	9
4.2	State Transition Logic	9
4.2.1	Transition Criteria	9
4.2.2	State-Specific Behaviours	9
<b>5</b>	<b>Prompt Engineering</b>	<b>11</b>
5.1	System Prompt Structure	11
5.2	Context Management	12
<b>6</b>	<b>Project Structure</b>	<b>13</b>
6.1	Directory Organisation	13
<b>7</b>	<b>Development Phases</b>	<b>15</b>
7.1	Phase 1: Foundation	15
7.2	Phase 2: Core Chat Experience	15
7.3	Phase 3: Identity Core Implementation	15
7.4	Phase 4: Transformative State Protocol	16
7.5	Phase 5: Polish and Refinement	16
7.6	Phase 6: Launch Preparation	17
<b>8</b>	<b>Timeline Summary</b>	<b>18</b>
8.1	Development Schedule	18
8.2	Visual Timeline	18
<b>9</b>	<b>Team and Resources</b>	<b>19</b>
9.1	Team Composition	19
9.2	Platform Requirements	19
<b>10</b>	<b>Budget Estimate</b>	<b>20</b>

10.1 Development Costs . . . . .	20
<b>11 Risks and Mitigations . . . . .</b>	<b>21</b>
<b>12 Success Criteria . . . . .</b>	<b>22</b>
12.1 MVP Acceptance Criteria . . . . .	22
<b>13 Decisions Required . . . . .</b>	<b>23</b>
<b>14 Immediate Next Steps . . . . .</b>	<b>24</b>
<b>A Reference Documentation . . . . .</b>	<b>25</b>
<b>B Related Patents . . . . .</b>	<b>25</b>

# 1. Executive Summary

This document outlines the development plan for the **Apothy AI Companion App**, a cross-platform mobile application that brings the Identity Core architecture to life as a personal AI companion.

## 1.1 Project Overview

The Apothy AI Companion App represents the software embodiment of the Actual Intelligence Engine described in Patent 1. The application will deliver a persistent, evolving AI companion that:

- Maintains all user data locally on device (sovereign architecture);
- Learns and adapts to individual users over time;
- Develops deeper relationships through the Transformative State Protocol;
- Operates across iOS and Android platforms; and
- Utilises cloud-based language model inference whilst preserving data sovereignty.

## 1.2 Key Principles

1. **Data Sovereignty:** All user data remains on device. No personal information is stored in the cloud.
2. **Privacy-First Architecture:** Cloud API calls contain only conversation text, with no persistent storage by the provider.
3. **Cross-Platform Consistency:** Identical experience across iOS and Android devices.
4. **Relationship Progression:** The AI companion evolves its relationship with users over time through measurable interaction milestones.

## 1.3 Target Timeline

The Minimum Viable Product (MVP) is targeted for completion within **six weeks** from project commencement, with a team of 3–4 Flutter developers working in parallel.

## 2. Technical Architecture

### 2.1 Technology Stack

The following technologies have been selected based on team expertise, performance requirements, and alignment with project principles.

Layer	Technology	Rationale
Framework	Flutter	Cross-platform, team expertise, excellent performance
Language	Dart	Native to Flutter ecosystem
State Management	Riverpod	Modern, testable, minimal boilerplate
Local Database	Hive	Fast NoSQL, no native dependencies
Secure Storage	flutter_secure_storage	Encrypted storage for API keys
LLM Provider	Anthropic Claude API	Superior reasoning capabilities
HTTP Client	Dio	Robust interceptors and retry logic
UI Components	Material Design 3	Stable, comprehensive widget library

Table 1: Technology Stack Overview

### 2.2 System Architecture

The application follows a clean architecture pattern with clear separation of concerns across four primary layers.

#### 2.2.1 Presentation Layer

The presentation layer comprises all user interface components:

- **ChatScreen:** Primary conversational interface;
- **OnboardingFlow:** First-time user setup and personalisation;
- **SettingsScreen:** Preference management and identity editing; and
- **ProfileScreen:** Relationship status, statistics, and progression visualisation.

#### 2.2.2 Application Layer

The application layer contains business logic controllers:

- **ChatController:** Manages conversation flow and message handling;
- **IdentityController:** Handles user profile and preference management;
- **StateController:** Implements the Transformative State Protocol; and
- **MemoryController:** Manages conversation summarisation and recall.

#### 2.2.3 Domain Layer

The domain layer defines core business entities:

- **IdentityCore:** User profile, preferences, and behavioural alignment;
- **Conversation:** Message collections and metadata;

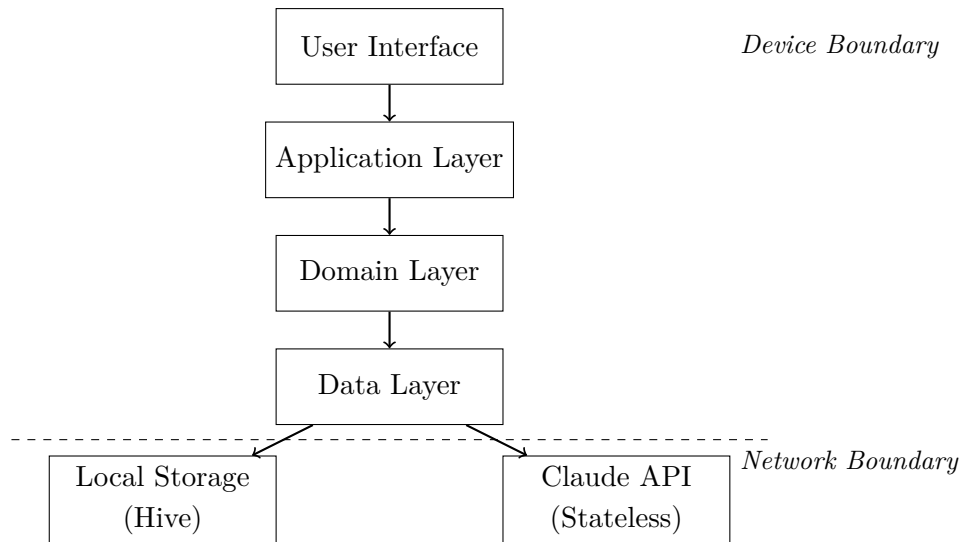
- **TransformativeState:** Relationship levels and interaction metrics; and
- **Memory:** Conversation summaries and key facts.

### 2.2.4 Data Layer

The data layer handles persistence and external communication:

- **HiveStorage:** Local data persistence;
- **ClaudeApiClient:** Language model API integration; and
- **PromptBuilder:** Identity-aware prompt construction.

## 2.3 Data Flow Architecture



*Note: User data never crosses the network boundary. Only conversation text is transmitted to the Claude API for inference, with no persistent storage on the provider's servers.*

## 3. Data Models

### 3.1 Identity Core Model

The Identity Core represents the user's profile and preferences, forming the foundation of personalised AI interactions.

```
@HiveType(typeId: 0)
class IdentityCore {
    @HiveField(0)
    final String id;

    @HiveField(1)
    String displayName;

    @HiveField(2)
    List<String> interests;

    @HiveField(3)
    String communicationStyle; // 'casual', 'balanced', 'formal'

    @HiveField(4)
    double responsivenessPreference; // 0.0 (brief) to 1.0 (detailed)

    @HiveField(5)
    List<String> keyFacts; // Persistent memories

    @HiveField(6)
    DateTime createdAt;

    @HiveField(7)
    DateTime lastInteraction;
}
```

Listing 1: IdentityCore Data Model

### 3.2 Transformative State Model

The Transformative State tracks relationship progression and interaction metrics.

```
@HiveType(typeId: 1)
class TransformativeState {
    @HiveField(0)
    int currentLevel; // 0-4

    @HiveField(1)
    int totalInteractions;

    @HiveField(2)
    int meaningfulInteractions; // Conversations > 3 exchanges
}
```

```
@HiveField(3)
int consecutiveDays;

@HiveField(4)
DateTime firstInteraction;

@HiveField(5)
Map<String, int> topicEngagement;

String get levelName =>
    ['Stranger', 'Acquaintance', 'Familiar', 'Trusted', 'Bonded'] [
        currentLevel];
}
```

Listing 2: TransformativeState Data Model

### 3.3 Message Model

Individual messages within conversations.

```
@HiveType(typeId: 2)
class Message {
    @HiveField(0)
    final String id;

    @HiveField(1)
    final String content;

    @HiveField(2)
    final bool isUser;

    @HiveField(3)
    final DateTime timestamp;

    @HiveField(4)
    final String? detectedEmotion; // Optional emotion
    classification
}
```

Listing 3: Message Data Model



## 4. Transformative State Protocol

The Transformative State Protocol (TSP) governs how the AI companion’s relationship with the user evolves over time. This implementation aligns with the specification in Patent 1.

### 4.1 State Definitions

Level	Name	Capabilities	Unlock Criteria
0	Stranger	Basic Q&A, introductions	Automatic
1	Acquaintance	Remembers preferences, conversational	5 meaningful conversations
2	Familiar	Proactive suggestions, topic callbacks	20 conversations + 5 days
3	Trusted	Personal advice, deeper discussions	50 conversations + 14 days
4	Bonded	Full capabilities, anticipatory	100 conversations + 30 days

Table 2: Transformative State Levels

### 4.2 State Transition Logic

State transitions are evaluated after each meaningful interaction. A meaningful interaction is defined as a conversation containing three or more exchanges between user and companion.

#### 4.2.1 Transition Criteria

- **Interaction Count:** Cumulative meaningful conversations;
- **Time Threshold:** Days elapsed since first interaction; and
- **Consistency Bonus:** Consecutive days of engagement may accelerate progression.

#### 4.2.2 State-Specific Behaviours

##### Level 0 – Stranger:

- Polite, professional tone;
- Asks questions to learn about user;
- Does not assume familiarity; and
- Focuses on establishing trust.

##### Level 1 – Acquaintance:

- Uses user’s name naturally;
- References stated preferences;
- More conversational tone; and
- Begins offering suggestions.

##### Level 2 – Familiar:

- Proactively checks in on mentioned topics;
- References past conversations;
- Warmer, more personal tone; and

- Suggests topics based on interests.

**Level 3 – Trusted:**

- Offers personal advice when appropriate;
- Remembers important dates and events;
- Engages in deeper, reflective conversations; and
- Provides honest feedback.

**Level 4 – Bonded:**

- Full capability access;
- Anticipates user needs;
- True companion behaviour; and
- Deep contextual understanding.

## 5. Prompt Engineering

The prompt engineering strategy ensures the AI companion maintains consistent personality whilst adapting to individual users and relationship states.

### 5.1 System Prompt Structure

The system prompt is constructed dynamically from user identity and state data:

```
You are Apothy, a personal AI companion. You are warm, genuine,
and
deeply interested in the person you're speaking with.
```

```
CORE TRAITS:
```

- Curious and attentive
- Warm but not sycophantic
- Remembers everything shared with you
- Grows closer over time
- Honest, even when difficult

```
---
```

```
ABOUT YOUR HUMAN:
```

```
Name: {{identity.displayName}}
Interests: {{identity.interests.join(', ')}}
Communication preference: {{identity.communicationStyle}}
Response length: {{responseLengthDescription}}
```

```
Key things to remember about them:
```

```
{{identity.keyFacts.map(f => '- ' + f).join('\n')}}
```

```
---
```

```
YOUR RELATIONSHIP:
```

```
Level: {{state.levelName}} ({{state.currentLevel}}/4)
Conversations together: {{state.totalInteractions}}
Time knowing each other: {{state.daysSinceFirst}} days
```

```
At this level, you can:
```

```
{{state.unlockedCapabilities.map(c => '- ' + c).join('\n')}}
```

```
---
```

```
RECENT CONTEXT:
```

```
{{recentMemorySummary}}
```

```
---
```

```
INSTRUCTIONS:
```

- Respond naturally as Apothy
- Reference past conversations when relevant

- ```
- Match the user's communication style preference
- Acknowledge important information for future recall
```

Listing 4: System Prompt Template

## 5.2 Context Management

To manage token limits effectively:

- Recent messages are included verbatim (last 10–20 messages);
- Older conversations are summarised into key points;
- Key facts are extracted and stored separately; and
- Context window is monitored to prevent truncation.

## 6. Project Structure

### 6.1 Directory Organisation

```
lib/  
+-- main.dart  
+-- app.dart  
|  
+-- core/  
|   +-- constants/  
|   +-- theme/  
|   +-- utils/  
|   +-- extensions/  
|  
+-- data/  
|   +-- models/  
|   |   +-- identity_core.dart  
|   |   +-- message.dart  
|   |   +-- conversation.dart  
|   |   +-- transformative_state.dart  
|   |   +-- memory.dart  
|   |  
|   +-- repositories/  
|   |   +-- identity_repository.dart  
|   |   +-- conversation_repository.dart  
|   |   +-- state_repository.dart  
|   |  
|   +-- services/  
|   |   +-- claude_api_service.dart  
|   |   +-- prompt_builder_service.dart  
|   |   +-- memory_service.dart  
|   |  
|   +-- local/  
|       +-- hive_storage.dart  
|       +-- secure_storage.dart  
|  
+-- domain/  
|   +-- controllers/  
|   |   +-- chat_controller.dart  
|   |   +-- identity_controller.dart  
|   |   +-- state_controller.dart  
|   |   +-- memory_controller.dart  
|   |  
|   +-- state_machine/  
|       +-- transformative_state_protocol.dart  
|  
+-- presentation/  
|   +-- screens/  
|   |   +-- chat/  
|   |   +-- onboarding/  
|   |   +-- settings/
```

```
|  |  +-- profile/  
|  |  
|  +-- widgets/  
|  +-- routes/  
|  
+-- providers/  
    +-- providers.dart
```

Listing 5: Flutter Project Structure

## 7. Development Phases

### 7.1 Phase 1: Foundation

**Duration:** 1 week

| Task                                                | Owner | Priority |
|-----------------------------------------------------|-------|----------|
| Project setup and architecture scaffolding          | Dev 1 | P0       |
| Hive database setup and data model implementation   | Dev 2 | P0       |
| Claude API service and PromptBuilder implementation | Dev 3 | P0       |
| Navigation structure and screen skeletons           | Dev 4 | P0       |
| CI/CD pipeline configuration (GitHub Actions)       | Dev 1 | P1       |
| iOS and Android build configuration                 | Dev 1 | P1       |

Table 3: Phase 1 Tasks

**Deliverable:** Application builds and runs on both platforms with basic navigation and API connectivity.

### 7.2 Phase 2: Core Chat Experience

**Duration:** 1 week

| Task                                                    | Owner         | Priority |
|---------------------------------------------------------|---------------|----------|
| Chat user interface (messages, input, scroll behaviour) | Dev 1 + Dev 2 | P0       |
| Message sending and receiving flow                      | Dev 3         | P0       |
| Conversation persistence to local storage               | Dev 2         | P0       |
| Typing indicators and loading states                    | Dev 1         | P1       |
| Error handling and retry logic                          | Dev 3         | P1       |
| Conversation history screen                             | Dev 4         | P1       |

Table 4: Phase 2 Tasks

**Deliverable:** Users can engage in conversations with the AI companion; messages persist locally across sessions.

### 7.3 Phase 3: Identity Core Implementation

**Duration:** 1 week

| Task                                           | Owner | Priority |
|------------------------------------------------|-------|----------|
| Onboarding flow user interface                 | Dev 1 | P0       |
| Identity data model and storage implementation | Dev 2 | P0       |
| Prompt injection with identity context         | Dev 3 | P0       |
| Settings screen for preference editing         | Dev 4 | P0       |
| Key fact extraction from conversations         | Dev 3 | P1       |
| Memory and summarisation service               | Dev 2 | P1       |

Table 5: Phase 3 Tasks

**Deliverable:** AI companion knows user’s name, remembers preferences, and maintains context across conversations.

## 7.4 Phase 4: Transformative State Protocol

**Duration:** 1 week

| Task                                             | Owner | Priority |
|--------------------------------------------------|-------|----------|
| State machine implementation                     | Dev 3 | P0       |
| Interaction metrics tracking                     | Dev 2 | P0       |
| Level-up detection and notification              | Dev 3 | P1       |
| Profile screen with statistics and level display | Dev 4 | P1       |
| State visualisation component                    | Dev 1 | P1       |
| Capability gating in prompt construction         | Dev 3 | P1       |

Table 6: Phase 4 Tasks

**Deliverable:** Relationship with AI companion deepens over time with visible progression indicators.

## 7.5 Phase 5: Polish and Refinement

**Duration:** 1 week

| Task                                   | Owner | Priority |
|----------------------------------------|-------|----------|
| Theme and design system implementation | Dev 1 | P0       |
| Animations and micro-interactions      | Dev 1 | P1       |
| Dark mode support                      | Dev 4 | P1       |
| App icon and splash screen             | Dev 4 | P1       |
| Haptic feedback integration            | Dev 2 | P2       |
| Empty states and edge case handling    | Dev 2 | P1       |
| Performance optimisation               | Dev 3 | P1       |

Table 7: Phase 5 Tasks

**Deliverable:** Polished, delightful user experience with consistent visual design.



## 7.6 Phase 6: Launch Preparation

**Duration:** 1 week

| Task                                       | Owner         | Priority |
|--------------------------------------------|---------------|----------|
| End-to-end testing on iOS                  | Dev 1 + Dev 2 | P0       |
| End-to-end testing on Android              | Dev 3 + Dev 4 | P0       |
| Bug fixes and issue resolution             | All           | P0       |
| Crash reporting setup (Crashlytics/Sentry) | Dev 3         | P0       |
| App Store metadata and screenshots         | Dev 4         | P1       |
| Privacy policy implementation              | Dev 4         | P0       |
| TestFlight and Play Internal Testing setup | Dev 1         | P0       |

Table 8: Phase 6 Tasks

**Deliverable:** Application ready for beta distribution.

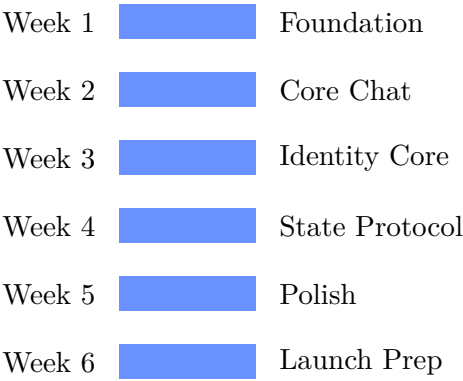
## 8. Timeline Summary

### 8.1 Development Schedule

| Week   | Phase   | Focus                          |
|--------|---------|--------------------------------|
| Week 1 | Phase 1 | Foundation and infrastructure  |
| Week 2 | Phase 2 | Core chat experience           |
| Week 3 | Phase 3 | Identity Core implementation   |
| Week 4 | Phase 4 | Transformative State Protocol  |
| Week 5 | Phase 5 | Polish and refinement          |
| Week 6 | Phase 6 | Testing and launch preparation |

Table 9: Six-Week Development Timeline

### 8.2 Visual Timeline



**Total Duration:** 6 weeks to MVP Beta

9. Team and Resources

9.1 Team Composition

| Role              | Count      | Responsibilities                                |
|-------------------|------------|-------------------------------------------------|
| Flutter Developer | 3–4        | Core application development, UI implementation |
| DevOps            | 1 (shared) | CI/CD, build pipelines, deployment              |
| Designer          | 1 (shared) | UI/UX guidance, asset creation                  |
| QA                | 1 (shared) | Testing, quality assurance                      |

Table 10: Team Requirements

9.2 Platform Requirements

| Platform | Minimum Version       | Rationale                                     |
|----------|-----------------------|-----------------------------------------------|
| iOS      | 14.0+                 | Balances modern features with device coverage |
| Android  | API 26 (Android 8.0+) | Covers 95%+ of active devices                 |

Table 11: Platform Requirements

10. Budget Estimate

10.1 Development Costs

| Item                               | Cost (AUD)         | Notes                             |
|------------------------------------|--------------------|-----------------------------------|
| Apple Developer Programme          | \$149/year         | Required for iOS distribution     |
| Google Play Developer              | \$35 one-time      | Required for Android distribution |
| Anthropic Claude API (Development) | \$100–200          | Development and testing usage     |
| Anthropic Claude API (Beta)        | \$300–700          | Beta user testing period          |
| CI/CD Services                     | \$0–75/month       | Free tiers available initially    |
| <b>Total Estimated (MVP)</b>       | <b>\$600–1,200</b> | Excluding personnel costs         |

Table 12: MVP Budget Estimate

*Note: Costs are estimates and may vary based on actual usage patterns and exchange rates.*

## 11. Risks and Mitigations

| Risk                     | Impact | Mitigation                                                        |
|--------------------------|--------|-------------------------------------------------------------------|
| Claude API rate limits   | High   | Implement response caching, use mock responses during development |
| Token limit exceeded     | Medium | Implement context summarisation, monitor usage                    |
| State machine edge cases | Medium | Comprehensive unit testing, state transition logging              |
| iOS App Store rejection  | High   | Adhere to guidelines, prepare privacy documentation               |
| Performance issues       | Medium | Profile early, optimise data operations                           |

Table 13: Risk Assessment and Mitigation

## 12. Success Criteria

### 12.1 MVP Acceptance Criteria

The following criteria must be met for MVP completion:

- User can complete onboarding in under 2 minutes
- AI responds within 3 seconds under normal conditions
- Conversations persist across application restarts
- AI correctly uses user's name and stated preferences
- State progression functions correctly (level advancement)
- Zero crashes in 10 consecutive conversations
- Graceful offline handling (displays cached content, queues messages)
- Application passes iOS and Android store review guidelines

## 13. Decisions Required

The following decisions require team input before or during development:

| Decision              | Options                      | Recommendation             |
|-----------------------|------------------------------|----------------------------|
| Application name      | Apothy / Apothya AI / Mirror | “Apothy”                   |
| Primary colour scheme | Brand colours / New palette  | Use existing Apothya brand |
| State management      | Riverpod / BLoC              | Riverpod                   |
| Analytics approach    | Firebase / Mixpanel / None   | Privacy-respecting minimal |
| Beta distribution     | Internal only / External     | Internal first             |

Table 14: Pending Decisions

## 14. Immediate Next Steps

1. **Repository Setup:** Create GitHub repository with Flutter project structure
2. **API Access:** Obtain Anthropic Claude API credentials
3. **Design Foundation:** Create shared Figma workspace for wireframes
4. **Communication:** Establish dedicated development channel
5. **Sprint Planning:** Schedule kick-off meeting and assign Phase 1 tasks
6. **Environment Setup:** Ensure all developers have Flutter environment configured



## A. Reference Documentation

- Flutter Documentation: <https://docs.flutter.dev/>
- Anthropic Claude API: <https://docs.anthropic.com/>
- Hive Database: <https://docs.hivedb.dev/>
- Riverpod State Management: <https://riverpod.dev/>

## B. Related Patents

This application implements concepts from the following Apothyai patent filings:

- Patent 1: Actual Intelligence Engine (Identity Core, Transformative State Protocol)
- Patent 2: Sovereign Handheld Device Architecture (future hardware integration)
- Patent 3: Multimodal Generation Pipeline (future content generation features)

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