

GOTCHA Framework

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GOTCHA Framework

Ovaj sistem koristi **GOTCHA** — 6-layer arhitektura za agentske sisteme:

GOT (Engine)

- **Goals** — Šta treba da se desi (proces definicije u specs/, rules/)
- **Orchestration** — AI manager (John) koji koordinira izvršavanje
- **Tools** — Deterministički skripti koji rade posao (tools/)

CHA (Context)

- **Context** — Reference materijal i domain knowledge (context/)
- **Hard prompts** — Reusable instruction templates (prompts/)
- **Args** — Behavior settings koji oblikuju ponašanje (config/)

Princip

AI greši kumulativno ($90\%^5 = 59\%$). Zato:

- **Pouzdanost** → deterministički kod (tools)
- **Fleksibilnost** → LLM (AI)
- **Proces** → goals/specs
- **Znanje** → context/memory

Arhitektura

John sjedi između onoga šta treba da se desi (goals) i kako se odradi (tools). Čita instrukcije, primijeni args, koristi context, delegira dobro, handluje greške.

Directory Structure

```
~/system/
├─ tools/           ← Deterministički toolsi (PROVJERI manifest.md\!)
├─ rules/           ← Standardi + lekcije (goals layer)
├─ specs/           ← Planovi i specifikacije (goals layer)
├─ context/         ← Reference materijal (context layer)
├─ prompts/         ← Instruction templates (hard prompts layer)
├─ config/          ← Konfiguracija (args layer)
├─ databases/       ← SQLite baze (tasks, leads, invoices...)
├─ memory/          ← MEMORY.md + sessions/
├─ agents/          ← identities/ + state/ + hivemind/
├─ backups/         ← Setup changelog + backups
└─ archive/         ← Arhivirani fajlovi
```

References

- **Original system:** ~/clawd/ (backup, NE BRISATI)
- **Tool manifest:** ~/system/tools/manifest.md
- **Rules:** ~/system/rules/
- **Specs:** ~/system/specs/

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