

Available vs Unavailable

From COSMO_V1_FEATURE_HIERARCHY_LOCKED + COSMO_LITE_VS_ALPHA_FEATURE_MATRIX. One codebase, edition-resolved at startup.

FEATURE	LITE	ALPHA
SURFACE & PRESENCE		
Animated orb + companion shell	●	●
Puck / mini mode + snap physics	●	●
Thought bubbles / tip bubbles	●	●
Translucent Cosmo dialog	●	●
Gated tutorial intro experience	●	●
PROMPT & WORKFLOW		
Prompt Builder (staged, clean)	●	●
Voice-to-prompt (stage only)	●	●
Card review system	●	●
Workflow Studio (demo mode)	●	●
AI Safety Shield (risk verdict)	●	●
Next-actions terminal button	●	●
TERMINAL & DEV		
Native terminal (risk-gated PS)	●	●
3-tier command gate	●	●
Desktop Pilot (VM, staged)	●	●
PROJECT & FILES		
Project browser (basic scan)	●	●
Project browser (full + Git meta)	●	●
Modernized Cosmo file browser	●	●
Git Radar	●	●
MEMORY & BRAIN		
Local learning proof (visible)	●	●
LOOM readers / event summaries	●	●
Foundry Local (Phi/Qwen, CPU)	●	●
Phase 2 ambient LOOM inputs	●	●
LoRA preference learning	●	●
MEDIA & WIDGETS		
Spotify embed surface	●	●
YouTube embed surface	●	●
Master player (cross-source)	●	●
Widget Scout (friction capture)	●	●

HOW TO READ

One codebase. Edition flag at startup sets the tier.

LITE = cosmo_edition.json bundled in spec
ALPHA = default

28 live · 2 staged · 5 planned
= 35 Lite real-value features

Alpha adds: terminal, LOOM readers, Foundry, Git meta, full project browser.

BUILDING = queued, in scope
ROADMAP = sanctioned, not yet scheduled

Integrations, Connectors & Planned Ideas

Strikethrough = implemented. Plain = planned / in flight.

LOCAL SURFACE

~~Foundry-Local (Phi/Qwen)~~
~~Web-Speech-API voice input~~
~~Watcher / file watchdog~~
~~Rotating log system~~
~~WebView2 host~~
~~Push-to-talk hotkey~~
~~Puck / snap physics~~
~~Health monitor~~

- TTS voice output (Cosmo speaks)
- SQLite-WAL durable state
- Conductor / dispatcher
- MCP server for LOOM
- Safe Test Box / sandbox

MEDIA

~~Spotify embed (iframe)~~
~~YouTube embed (nocookie)~~
· Master player (cross-source)
· Spotify playback API
· YouTube Data API (library)
· Steam library connector

BUILD & DEPLOY

~~Pyinstaller packaging~~
~~Inno-Setup installer (alpha+lite)~~
~~Cloudflare Pages (manual gate)~~
~~Windows Task Scheduler (S4U)~~
~~Git-metadata reader~~

- Wrangler / CF deploy auto
- Code signing (cert — held)
- WebView2 bootstrapper bundle
- Log zip diagnostics export
- build_assets/lite/ directory
- GitHub webhook

DEV TOOLS

~~Claude-Code (CC) dispatch~~
~~Godex (enhancement/QA)~~
~~Anthropic API (Studio-QA-only)~~
~~Embedded-CC terminal (alpha)~~

- Sysinternals QA kit
- VM Gym / guest-control proof
- Premiere panel / Adobe bridge
- Eval gate / held-out suite

COMMUNITY & SOCIAL

~~Discord invite (static link)~~
~~Discord discovery card (Lite)~~

- Discord OAuth
- Discord Webhook Bridge
- Discord member mode / roles
- Patreon / Ko-fi support rail
- Social / API Hub (live)
- Quest Ladder / proof tiers

MEMORY

~~LOOM-Phase-0+1 (landed)~~
~~BUG_LEDGER (LOOM-fed)~~

- LOOM Phase 2 ambient inputs
- Git-4-lanes watcher
- Premiere watcher (AE)
- Per-source redaction layer
- Notion / Obsidian connector
- Browser extension (Chrome)
- Phase 1.5 active questioning
- Phase 3 LoRA preference

Roadmap

Operator-sanctioned phases. Nothing promotes itself. No ETAs without green proof.

NOW

Fix & ship the foundation

- Fix GDI puck paint loop (P1)
- Create build_assets/lite/
- Apply IS_LITE seam → config.py
- Wire installed_components grey-out
- Next-actions button in terminal
- Log zip diagnostics installer
- Lite sad-face icon system
- Puck master player + polish
- Resolve ledger/registry dark (Jun 17)

SOON

Complete the Lite experience

- Gated tutorial (focus-fade journey)
- Thought bubble modal + confirm lock
- Translucent Cosmo dialog widget
- Modernized Cosmo file browser
- Wrangler / CF deploy automation
- VM Gym installer proof green
- Code signing cert (held spend)
- WebView2 bootstrapper bundle
- Quest Ladder Discord tiers

LATER

Extend brain + connectors

- LOOM Phase 2 ambient inputs
- Git-4-lanes + Premiere watcher
- Conductor/dispatcher (SQLite)
- Discord Webhook Bridge
- Discord OAuth / member mode
- Adobe Premiere panel
- Eval gate / held-out suite
- Social / API Hub (live connectors)
- Sysinternals QA kit

FUTURE

The long horizon

- TTS voice output (Cosmo speaks)
- LOOM Phase 1.5 active questioning
- LOOM Phase 3 LoRA preference
- Browser extension (Chrome)
- Obsidian / Notion connector
- Steam library connector
- Safe Test Box / VM sandbox
- Community Bible (public lessons)
- Enterprise Cosmo-aware SDK

What to expect from the Alpha build

Honest scope. No hype. Judge the receipts, not the pitch energy.

WHAT WORKS RELIABLY

- Orb + all animations / emotion states
- Prompt builder → staged packet
- Voice-to-prompt (Web Speech / Win+H)
- Card review + feedback system
- Spotify + YouTube embed surfaces
- Health dashboard + watcher
- Project browser (basic scan)
- Onboarding tips + tutorial cadence
- Settings + all preferences

ALPHA ONLY (not in Lite)

- Native terminal (risk-gated PS)
- Full project browser + Git metadata
- LOOM readers + event summaries
- Foundry Local (Phi/Qwen, CPU only)
- Desktop Pilot (VM-safe, staged)
- Widget Scout (friction capture)
- LOOM health + status read

STAGED / PREVIEW (incomplete)

- Master player — embeds only, no API
- Next-actions button — not built yet
- File browser — project-level only
- Git Radar — in flight
- Discord Webhook Bridge — planning
- Tutorial overlay — not in Cosmo yet
- Translucent dialog — not built

REASONING CEILING (honest)

- No AI reasoning out of the box.
- 90%+ logic is hardcoded if/elif rules.
- Voice intent = keyword regex routing.
- Context recs = rule-based scoring.
- Foundry Local adds ~60w summaries.
- No Anthropic API in Cosmo itself.
- Smart = structured. Not magic.

KNOWN ISSUES — BEFORE SHARE

- GDI puck paint loop defect (P1).
- SmartScreen will block install (no cert).
- WebView2 must be installed.
- build_assets/lite/ dir missing → Lite installer can't build yet.
- Ledger + registry dark since Jun 17.
- changelog_stubs_pending = 118.

WHAT COSMO NEVER DOES

- No hidden cloud training.
- No auto-execution without approval.
- No OAuth or account required.
- No data exits machine (Lite).
- No LOOM writes from Cosmo surface.
- No paywall — Lite free, always.
- No magic claims. Receipts only.

Free. Local. Yours.

A local AI companion that asks first.



No account · No cloud · No GPU

discord.gg/the-cosmos-project

#cosmo #localfirst #opensource @motify

Thank you.

And spread the word.

If Cosmo saved you a step, a retry, or a wasted prompt — that's the point.

We're not pitching. We're building in the open. Every piece of knowledge in this deck is free to share and use.

Drop into the Discord. Tell people what actually worked. The honest review from a builder beats any ad.

**The Cosmos is the product.
Come build it with us.**

— Dan

VOUCH THE KNOWLEDGE IN DISCORD — IT'S FREE

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Pin the feature map. Use the integrations list as a checklist.
The Discord is the home. discord.gg/the-cosmos-project