

# EON Genesis 3.0

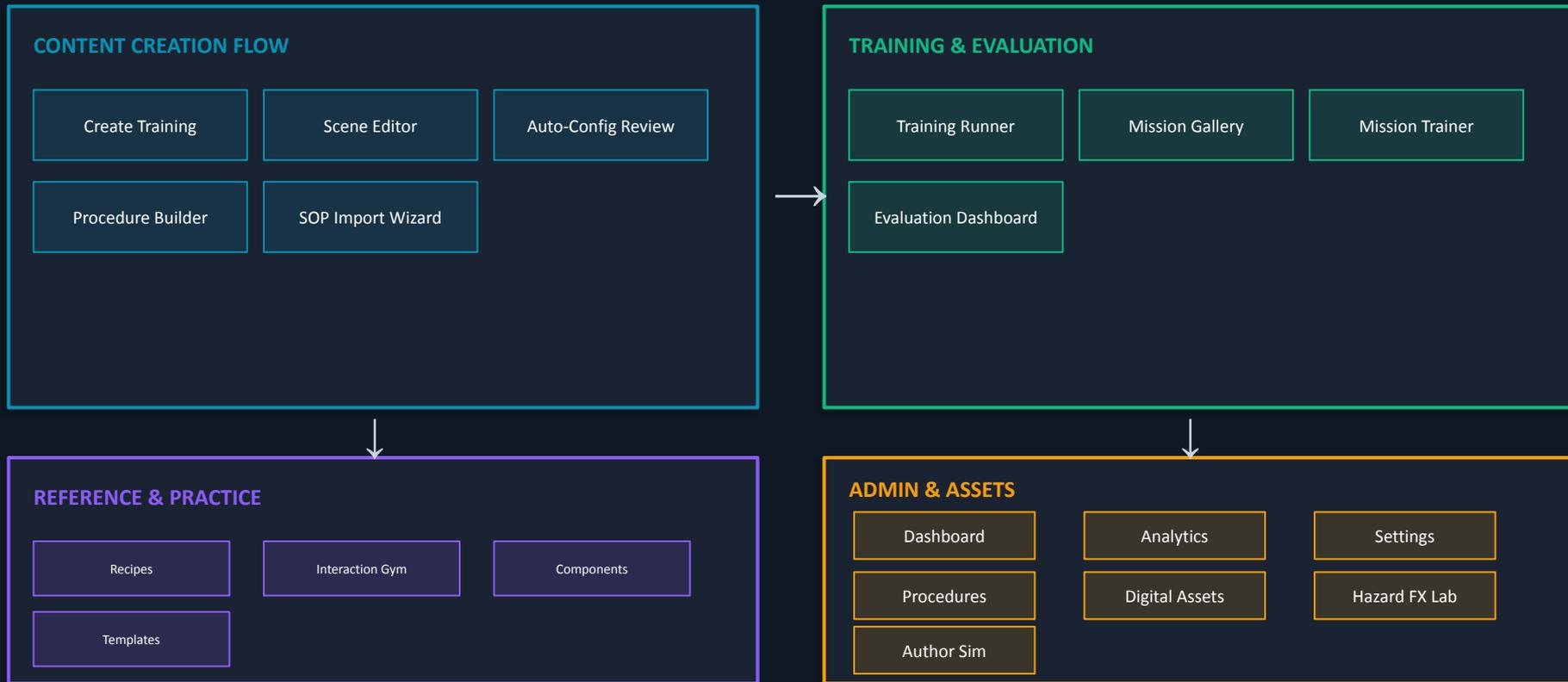
## Page Architecture & Relationship Map

Delta v3 — March 2026

22 Pages | 14 Sidebar Items

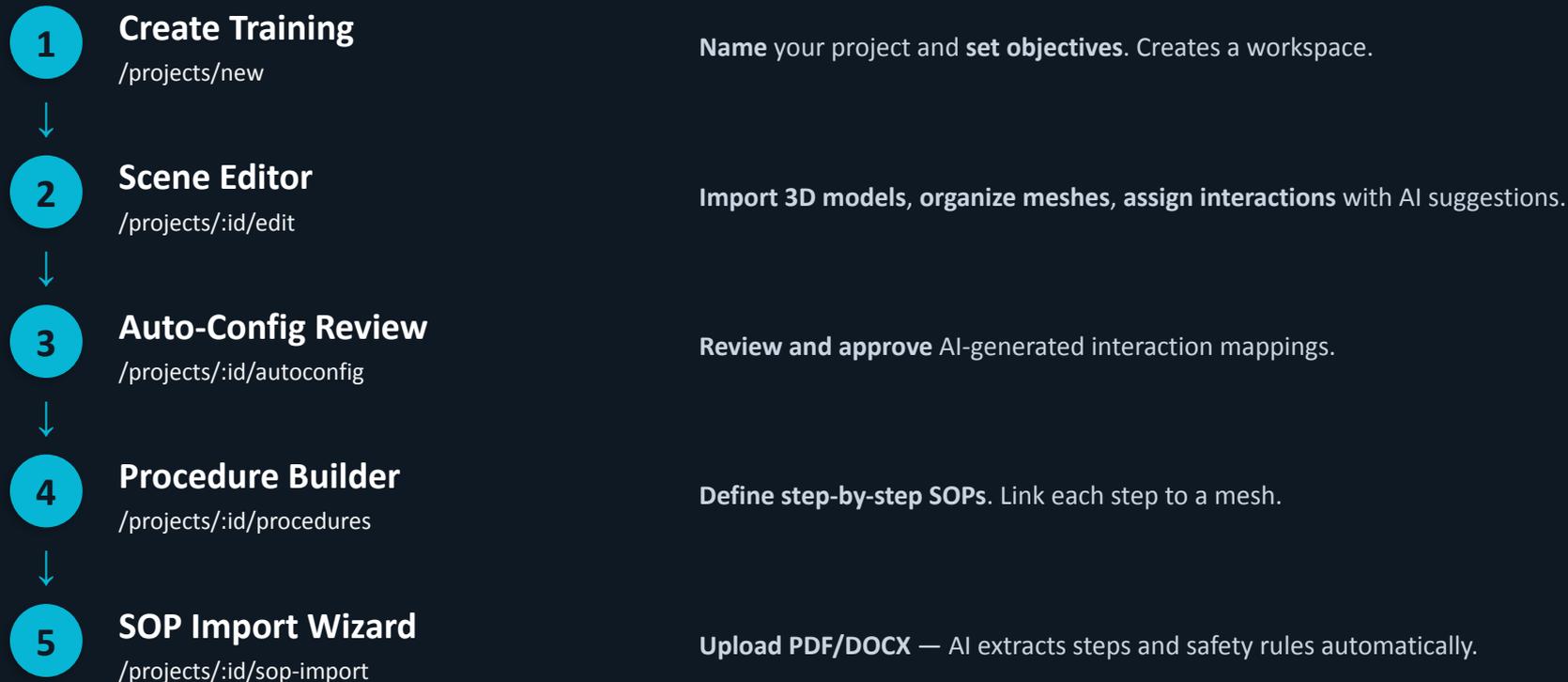
# How The 22 Pages Relate

Pages are grouped by workflow. Arrows show navigation flow.



# Content Creation Flow

The 5-step wizard for building a training module from scratch



# Training & Evaluation

## Mission Gallery

/missions | 525 lines

Browse and filter **9+ missions** by difficulty and priority. Click to launch trainer.

## Mission Trainer

/missions/:id/train | 745 lines

**4-phase loop:** Show Me (drone demo) → Train (3-level hints at 10/20/30s) → Let Me Try (silent errors) → Evaluate Me (timed, scored).

## Training Runner

/projects/:id/train | 383 lines

**Project-based training** with step sidebar and 3D viewport. Uses same phases as Mission Trainer.

## Evaluation Dashboard

/projects/:id/evaluate | 112 lines

**Post-training results:** overall score, per-step breakdown, time taken.

 **Training Runner vs Mission Trainer** — These two pages serve the SAME purpose (4-phase training). Training Runner is project-scoped, Mission Trainer is standalone mission-scoped. Consider merging.

# Reference & Practice

## Recipes

[/recipes](#) | [RecipesPage.tsx](#)

**8+ recipe cards** with interaction primitive chips, difficulty badges. Links to Gym for practice.

## Interaction Gym

[/interaction-gym](#) | [InteractionGym.tsx](#)

**57 stations across 12 categories.** Tour feature, URL deep-linking, completion tracking.

## Components

[/components](#) | [ComponentsPage.tsx](#)

**Catalog of 57 interaction primitives.** Search, category filter, 'View in Gym' links.

## Templates

[/templates](#) | [TemplatesPage.tsx](#)

**60 HMISCA industry templates.** Category tabs (H/M/I/S/C/A), difficulty rating.

 **Components vs Interaction Gym** — Both catalog the same 57 primitives. Components is a static reference, Gym is interactive. Consider merging into one page with a 'Practice' toggle.

# Admin, Assets & Advanced

## Dashboard

/dashboard | 539 lines

Home base. Quick actions, featured scenarios, mission cards, live stats.

## Analytics

/analytics | 376 lines

Org-wide stats: score distribution, activity timeline, session logs.

## Settings

/settings | 490 lines

Profile, 3D engine quality, storage monitoring, API keys.

## Procedures

/procedures | 577 lines

SOP lifecycle: Draft → Published → Archived. Create, edit, preview.

## Digital Assets

/digital-assets | 476 lines

3D model library. Upload GLB/SPZ/PLY, inline 3D preview.

## Hazard FX Lab

/hazard-fx | 605 lines

Configure fire, gas, chemical, electrical hazard particle effects with 3D preview.

## Author Simulation

/author | 1630 lines

Advanced IDE-style sim builder. Steps editor, safety gates, AI generation.

# Duplicates & Orphaned Files

Files that exist on disk but are NOT imported in App.tsx (the router)

Active File (in Router)	Orphaned File (NOT in Router)	Assessment
<a href="#">AnalyticsPage.tsx (376 lines)</a>	Analytics.tsx (89 lines)	Old stub, replaced by Delta v3
<a href="#">SettingsPage.tsx (490 lines)</a>	Settings.tsx (106 lines)	Old stub, replaced by Delta v3
<a href="#">RecipesPage.tsx (713 lines)</a>	RecipeLibrary.tsx (73 lines)	Old stub, replaced by Delta v3
<a href="#">TemplatesPage.tsx (283 lines)</a>	TemplateManager.tsx (74 lines)	Old stub, replaced by Delta v3
<a href="#">XRobby.tsx (98 lines)</a>	No active replacement	XR handled by XRManager engine instead

Recommendation: Delete 5 orphaned files ([Analytics.tsx](#), [Settings.tsx](#), [RecipeLibrary.tsx](#), [TemplateManager.tsx](#), [XRobby.tsx](#)). They are dead code from pre-Delta v3 and are never loaded by the router.

 Sidebar Bug: "Interactions" and "Missions" both link to /missions. The sidebar has TWO items pointing to the same page. Remove the "Interactions" entry (id: interactions) or give it a different route.

# Functional Overlap Analysis

Pages that serve similar purposes — worth consolidating?

## Training Runner vs Mission Trainer

Overlap: Both implement the same 4-phase training loop (Show Me → Train → Let Me Try → Evaluate). Both use BabylonViewport + DroneController.

Diff: Training Runner is project-scoped (/projects/:id/train). Mission Trainer is standalone (/missions/:id/train).

**KEEP BOTH — different entry points serve different workflows. But share components to avoid drift.**

## Components vs Interaction Gym

Overlap: Both catalog the same 57 interaction primitives with the same 12 categories. Components has 'View in Gym' links.

Diff: Components is a static reference catalog. Gym is interactive with 3D practice stations and a tour.

**CONSIDER MERGING — Components could become a 'Reference' tab inside Interaction Gym.**

## Procedure Builder vs Procedures Page

Overlap: Both deal with SOP management. Procedures lists all SOPs. Builder edits one.

Diff: Procedures (/procedures) is the list view. Builder (/projects/:id/procedures) is the editor.

**KEEP BOTH — standard list/detail pattern. No overlap issue.**

## Author Simulation vs Scene Editor + Procedure Builder

Overlap: Author Sim (1630 lines) combines scene editing, step editing, and safety gates in one IDE-style page.

Diff: Author Sim is a power-user tool. Scene Editor + Procedure Builder is the guided wizard flow.

**KEEP BOTH — Author Sim targets advanced users who want everything in one place.**

# Summary & Recommendations



DELETE 5 orphaned files — Analytics.tsx, Settings.tsx, RecipeLibrary.tsx, TemplateManager.tsx, XRobby.tsx are dead code

Quick Win



FIX sidebar bug — "Interactions" and "Missions" both point to /missions. Remove or reassign one.

Quick Win



CONSIDER merging Components page into Interaction Gym as a 'Reference' tab

Medium Effort



SHARE training sub-components between Training Runner and Mission Trainer to prevent code drift

Medium Effort



KEEP Training Runner + Mission Trainer as separate entry points (project vs standalone)

No Action



KEEP Author Simulation as a separate power-user tool alongside the guided wizard

No Action

# Complete Route Map

Route	File	Sidebar Label	Lines
/login	Login.tsx	—	99
/dashboard	Dashboard.tsx	Dashboard	539
/projects/new	ProjectCreator.tsx	Create Training	85
/projects/:id/edit	SceneEditor.tsx	—	712
/scene-editor	SceneEditor.tsx	—	712
/projects/:id/autoconfig	AutoConfigReview.tsx	—	89
/projects/:id/procedures	ProcedureBuilder.tsx	—	87
/projects/:id/sop-import	SOPImportWizard.tsx	—	107
/projects/:id/train	TrainingRunner.tsx	—	383
/projects/:id/evaluate	EvaluationDashboard.tsx	—	112
/missions	MissionGallery.tsx	Missions + Interactions	525
/missions/:id/train	MissionTrainer.tsx	—	745
/recipes	RecipesPage.tsx	Recipes	713
/analytics	AnalyticsPage.tsx	Analytics	376
/templates	TemplatesPage.tsx	Templates	283
/settings	SettingsPage.tsx	Settings	490
/components	ComponentsPage.tsx	Components	365
/procedures	ProceduresPage.tsx	Procedures	577
/digital-assets	DigitalAssetsPage.tsx	Digital Assets	476
/interaction-gym	InteractionGym.tsx	Interaction Gym	675
/hazard-fx	HazardFXLab.tsx	Hazard FX Lab	605
/author	AuthorSimulation.tsx	Author Simulation	1630