

School of the Ancients

GitHub development record

Companion to the CSCI 4616 Project 2 report. Matthew Topham and GPT-6.1 Sol (AI co-author). Snapshot: October 26, 2026. Dates below use America/Denver summer time (UTC-06:00).

This record preserves the distinction between a published build, a merged change, an unmerged proposal and a research specification. It is not a claim that every feature received a complete Quest acceptance test. The previous course submission was Matrix Loading Operator; earlier history is included to show the origin and evolution of School of the Ancients.

Historical project lines

Date	Project line	Role
2020	Cosmos inspiration	Owner-reported origin, recorded in the 2024/2025 project histories.
2024	Web prototype	Historical-persona Q&A for the Gemini API Developer Competition.
2025-09-04	Ryo Suzuki colloquium	Augment Human Thought and Creativity with the Power of AR and AI. Date/title from the invitation supplied by the author.
2025-09	Horizon Worlds	Remixable museum entered in Meta Horizon Creator Competition: Open Source Champions.
2025 onward	sota-alpha and sota-beta	Socratic chat, quests, mentors, voice, account and conversation persistence work.
2025-2026	research v1, v2 and v3	Educational and architecture specifications. Proposed features and performance targets are not measured results.
2026	sota-v2-feature-creeped and sota-v2	Multimodal prototype and later text-first rebuild; preserved as separate implementations.
2026-09	school-of-the-ancients	Independent Galileo lesson candidate with a reviewed Matrix connection.
2026-09 onward	Matrix Loading Operator	Spatial creation, imports, WebXR, world state, controls and recovery.
2026-10	sota-professor	Current embodied learning application and paired release line.

The main report gives source links for the older prototypes, the colloquium and the contest. Repository creation dates are not treated as the date an idea began.

Published Matrix builds

Published	Release	Summary
2026-09-21	v0.1.0-preview.1	White-room composition; preserved historical snapshot.
2026-09-21	v0.2.0-preview.1	Headset voice and model controls; preserved historical snapshot.
2026-09-21	v0.3.0-preview.1	Room-aware AR; preserved historical snapshot.
2026-09-21	v0.4.0-preview.1	Rotate and bob behaviours; preserved historical snapshot.
2026-09-21	v0.5.0-preview.1	Rendered image feedback and voice-status fixes; preserved historical snapshot.
2026-09-25	v0.6.0-preview.1	WebXR working checkpoint.
2026-09-26	v0.7.0-preview.1	WebXR working checkpoint with subsequent feature integration.
2026-09-27	v0.8.0-preview	Persistent-world/Citizens development preview.
2026-09-27	v0.8.0-preview.1	Persistent world and AI Citizens checkpoint.
2026-09-28	v1.0.0	Matrix WebXR release.
2026-09-29	v1.1.0	WebXR iteration and integration improvements.
2026-10-04	v1.2.0	Frozen WebXR checkpoint; controls, persistence and recovery work.
2026-10-24	v1.3.0-rc.1	Embodied Professor, shared transcript and background task checkpoint.
2026-10-24	v1.3.0-rc.2	Prebuilt Professor cast and authoring workflow.
2026-10-24	v1.3.0-rc.4	Learning rewards, XP and achievements.
2026-10-24	v1.3.0-rc.5	Learning demo, interactions and AR recovery.
2026-10-25	v1.3.0-rc.6	Optional Live voice and natural Decisions pointing.
2026-10-25	v1.3.0-rc.7	Connected learning, remote Quest access, persistent voice/world/lesson work.

The rc.3 paired source checkpoint is also preserved in the Professor CHECKPOINT document as a generator-demo fallback; it is not present as a separate entry in the queried Matrix release collection. Early preview releases explicitly identify themselves as preserved historical builds, so publication date is not always original build date.

Current paired source identities

rc.7 Matrix: 5afd2c1ffceaf1789174d715b80f5aa7166689dc

rc.7 School: be2771d05435a110d39732f453acd59c342b3e02

Release notes are the source of these identities. The demonstration recordings are not claimed to be a continuous acceptance run of this exact pair.

Merged pull request index

The following index includes all merged pull requests returned by the fully paged collections queried for the listed implementation repositories. Closed but unmerged attempts and open proposals are excluded from the completed-work index. Titles are the authors' original descriptions, not independent validation of the feature. Read each linked PR for scope and evidence.

matrix-loading-operator

190 merged pull requests in this snapshot.

Merged	PR	Title
2026-09-20	#1	Add Quest Pro AR sandbox prototype
2026-09-20	#2	Connect room editing to sourced, durable learning sessions
2026-09-20	#3	Add virtual white-room Operator with Quest Pro build
2026-09-20	#4	Connect PC Operator to Codex and validate Quest Pro editing
2026-09-20	#5	Compose and edit Quest scenes with voice and selectable Codex models
2026-09-20	#6	Add Quest Pro room-aware AR and anchor-relative editing
2026-09-20	#7	Add live Rotate and Bob behaviors through existing AI editing
2026-09-21	#10	Add rendered scene feedback and fix stale room-loading voice status
2026-09-21	#11	Document preserved APK releases and submission snapshots
2026-09-21	#27	Prepare Quest 3 mixed capture and add downloadable content catalogs
2026-09-22	#30	Add Reconnect Quest to the Operator
2026-09-22	#33	Link School product plan and independent Matrix API roadmap
2026-09-22	#34	Add paired local-client API and Operator review
2026-09-22	#35	Restore saved content from cached packs after app restart
2026-09-22	#36	Add reviewed block-scale experiments with runtime-confirmed ratios
2026-09-23	#39	docs: define Matrix Boulder v0.1
2026-09-23	#40	feat: Matrix Boulder MB-0 desktop Cesium spike
2026-09-24	#37	Let paired clients request reviewed Codex scene proposals
2026-09-24	#42	Matrix Boulder: persistent citizen prototype
2026-09-24	#43	4616 demo: miniature world and 2,380 on-demand Poly Haven packs
2026-09-24	#45	Add experimental Three.js/WebXR Matrix runtime
2026-09-24	#46	Add desktop movement and WebXR object grabbing
2026-09-25	#47	WebXR Operator with voice, wall UI, and on-demand Blender assets
2026-09-25	#48	Persist WebXR scene across Quest Browser exits
2026-09-25	#49	Record Quest AR scene recovery acceptance

Merged	PR	Title
2026-09-25	#50	Keep context between Operator voice and text requests
2026-09-25	#51	Complete WebXR Operator world, games, and camera probe
2026-09-25	#52	Recover unavailable WebXR room origins explicitly
2026-09-25	#54	Recover newest WebXR world after a partial browser save
2026-09-25	#55	Probe labeled Quest environment cameras safely
2026-09-25	#56	Use selected Codex settings for WebXR Blender jobs
2026-09-25	#58	Add score threshold goals to WebXR games
2026-09-25	#53	Validate WebXR support surface footprints
2026-09-25	#57	Document guided Blender scratch authoring tier
2026-09-25	#74	Document Matrix project tracks for humans and coding agents
2026-09-25	#60	Add PC-local Codex app-server transport for Matrix Agent Portal
2026-09-25	#61	Add provider-neutral Matrix agent session adapter
2026-09-25	#63	Add durable authenticated Matrix Agent Portal API
2026-09-25	#64	Add thin Agent Portal client to WebXR Operator
2026-09-25	#65	Attach bounded Matrix spatial context to Codex turns
2026-09-25	#66	Expose read-only Matrix scene summary to Agent Portal Codex
2026-09-25	#67	Relay native MCP approvals through Matrix Agent Portal
2026-09-25	#68	Add approval-gated Matrix virtual object move with receipts
2026-09-25	#69	Expose validated GLB catalog to Matrix Agent Portal
2026-09-25	#70	Add bounded WebXR runtime components
2026-09-25	#71	Let Codex publish and run bounded WebXR components
2026-09-25	#72	Let Agent Portal spawn registered GLBs in virtual Matrix
2026-09-25	#73	Play bounded single-clip GLB animation in WebXR
2026-09-25	#75	Bind validated GLB clips to WebXR selection
2026-09-25	#76	Enable PC-configured Codex Agent Portal access modes
2026-09-25	#77	Add animated ice dragon Blender and WebXR example
2026-09-25	#78	Allow Agent Portal GLB previews in WebXR AR
2026-09-25	#79	Add editable animated Aurora Skiff example
2026-09-25	#80	Update project map after Agent Portal merge
2026-09-25	#81	docs: simple Matrix PRD and step-by-step build plan
2026-09-25	#82	docs: finish desktop Matrix before immersive VR/AR UI

Merged	PR	Title
2026-09-26	#83	Validate animated Blender asset import in desktop and Quest AR
2026-09-26	#84	Keep Quest controller ray visible and allow animated asset grabs
2026-09-26	#85	Add PC-owned full access Agent mode with automatic approvals
2026-09-26	#86	Record separate Quest VR and AR Agent acceptance
2026-09-26	#89	Show Quest Codex voice progress on Operator panel
2026-09-26	#90	Serialize WebXR AR and VR session entry
2026-09-26	#87	Complete desktop Blender MCP Astrolabe creation trace
2026-09-26	#88	Add PC world checkpoints for WebRuntime scene and game
2026-09-26	#92	Add reviewed block-scale experiment to Web Matrix
2026-09-26	#93	Add bounded virtual-floor physics for imported Web GLBs
2026-09-26	#94	Integrate Web physics with whole-world checkpoints
2026-09-26	#95	Allow typed Matrix moves to turn existing objects
2026-09-26	#96	Make Matrix Web the documentation entry point
2026-09-26	#97	Add in-world Operator panel hide and controller recall
2026-09-26	#98	WebXR: preserve AR room origin across VR previews and checkpoints
2026-09-26	#99	Docs: record merged WebXR M4 checkpoint through #98
2026-09-26	#124	Docs: agree Matrix sandbox direction; continue existing implementation
2026-09-26	#100	Add seeded AI Citizens desktop simulation demo
2026-09-26	#101	Persist AI Citizens in the Matrix Web world
2026-09-26	#102	Add Citizens reservation lifecycle and deletion recovery
2026-09-26	#103	Add bilateral Citizens social sessions with observed MatrixWorld outcomes
2026-09-26	#104	Bind AI Citizens to selected existing furniture
2026-09-26	#105	Keep Citizens proposals current during resident motion
2026-09-26	#106	Verify rendered GLB obstacles before Citizens navigation
2026-09-26	#107	Recover Citizens routes after static scene changes
2026-09-26	#108	Add reviewed GLB interaction stations for Citizens
2026-09-26	#110	Add complementary Citizens stations in the shared world
2026-09-26	#111	Preserve Citizens worlds through Web catalog outages
2026-09-26	#112	Add persisted virtual-day routines to AI Citizens
2026-09-26	#113	Keep Citizens station claims through verified egress
2026-09-26	#114	Give Citizens need-driven conversation choices

Merged	PR	Title
2026-09-26	#115	Edit paused Citizens routine windows and priorities
2026-09-26	#117	Citizens one-time appointments and deadline outcomes
2026-09-26	#119	Citizens: revise pending appointments and retain repeatable history
2026-09-26	#120	Guard optional Citizens work at critical hunger
2026-09-26	#121	Citizens: let due appointments take over safe optional work
2026-09-26	#123	Recover accepted Citizens social routes through bounded retries
2026-09-26	#126	Recover Citizens after deleting every station
2026-09-26	#127	Creator Mode: usable procedural worlds, physics, objectives and archives
2026-09-26	#128	Preserve live rigid bodies through Creator Undo and Redo
2026-09-26	#129	Make reviewed procedural objects usable by Citizens
2026-09-26	#130	Prove reviewed generator development through Agent Portal
2026-09-26	#131	Archive Unity project and make Matrix WebXR the forward runtime
2026-09-26	#133	Docs: reconcile merged Creator and Citizens status
2026-09-26	#135	Make Matrix WebXR the canonical control entry
2026-09-26	#134	Persist moving rigid bodies in whole-world checkpoints
2026-09-26	#136	Refresh Matrix Operator prompts from live WebXR context
2026-09-27	#137	Keep the same AI Citizens world alive during AR visits
2026-09-27	#139	Simplify Matrix around one persistent world + Operator + AI Citizens
2026-09-27	#141	Expose live room readiness in Operator scene summary
2026-09-27	#140	Host persistent Citizens world with read-only desktop and AR visits
2026-09-27	#142	Allow one Operator procedural creation in hosted Citizens world
2026-09-27	#143	Citizen creates and uses one reviewed bench in hosted Matrix world
2026-09-27	#144	Generalize bounded Citizen Matrix capability requests
2026-09-27	#145	Prove bounded Citizen Blender asset generation
2026-09-27	#146	Add read-only inspector for persistent Citizens
2026-09-27	#151	Harden Matrix v0.8 WebXR release candidate
2026-09-27	#153	Docs: define Matrix v1.0 implementation path
2026-09-27	#157	feat: two-hand thumbstick transforms for WebXR grabs (#147)
2026-09-28	#155	feat: build selected image concepts through Codex Agent (#91)
2026-09-28	#159	Add persistent panorama environments to Matrix WebXR (#150)
2026-09-28	#162	Route spoken panorama requests to image preview

Merged	PR	Title
2026-09-28	#164	Harden public v1 bundle and document interactive setup
2026-09-28	#169	Label final WebXR release artifacts correctly
2026-09-28	#160	Restore room-aware Operator composition in WebXR (#149)
2026-09-28	#161	Share reviewed Quest camera context with Agent Portal (#26)
2026-09-29	#165	Make Web Operator controls expandable
2026-09-29	#166	Add instructions to an active Matrix Agent turn
2026-09-29	#168	Restore pinned raycast placement in WebXR (#149)
2026-09-29	#170	Add wearer-controlled AR digital layout placement
2026-10-01	#190	docs: organize all open issues into gated Matrix roadmap
2026-10-04	#175	Correlate Creator latency traces across browser and service
2026-10-04	#176	Compact Operator context and shorten Creator turn admission
2026-10-04	#178	Add explicit persisted object locks across desktop and XR grabs
2026-10-04	#191	dev: add isolated automated-check runner foundation (#186)
2026-10-04	#192	Fix Agent approvals and add browser session controls
2026-10-04	#193	Make AR room fitting optional and simplify point placement
2026-10-04	#194	Keep XR Lock/Unlock above the voice footer
2026-10-04	#196	Unify Codex speech and keep AR point placement free
2026-10-04	#197	Document the published v1.2 checkpoint and current controls
2026-10-06	#198	docs: plan School professor and generative Citizens
2026-10-11	#199	docs: add Emergence World research across Matrix planning
2026-10-16	#202	Plan four-course Matrix convergence and October 27 Playground delivery
2026-10-16	#200	Document embodied agent platforms, simulation clocks and world-model research
2026-10-16	#204	Plan modular Operator UX and guided lessons
2026-10-16	#205	docs: add The Nanauts to Matrix resources
2026-10-17	#206	docs: v1.3 School in WebXR implementation plan and work queue
2026-10-17	#207	fix: preserve creative requests when Operator is disconnected
2026-10-17	#208	docs: separate School and Civilization from Matrix's core roadmap
2026-10-17	#209	Freeze v1.2 scope and archive historical build records
2026-10-22	#210	docs: catalog Boulder simulation, geospatial visuals and AR registration
2026-10-23	#213	feat: checkpoint embodied Professor with background Operator tasks
2026-10-23	#216	feat: add human professor catalog and preserve identity when changing appearance

Merged	PR	Title
2026-10-23	#217	feat: reuse professor avatars and exhibits in the spoken lesson flow
2026-10-23	#218	feat: give professors distinct local voices with per-teacher selection
2026-10-23	#219	fix: resume saved professor lessons instead of creating Socrates after reload
2026-10-23	#220	feat: add part-aware pointing, guides and student model selection
2026-10-23	#221	fix: prevent AR freeze in continuous model picking
2026-10-23	#222	fix: explicitly select teaching parts with A/X
2026-10-23	#223	feat: select exact item surfaces and share marked virtual views
2026-10-23	#224	fix: admit professor invention tasks without a selected image
2026-10-23	#225	feat: review professor questions inside AR and VR
2026-10-24	#226	fix: show persistent professor dialogue in the floating AR panel
2026-10-24	#227	build: paired Professor v1.3.0 release candidate
2026-10-24	#228	docs: reconcile Professor release, controls and issue status
2026-10-24	#229	Bundle the VRoid Professor cast and preserve the authoring workflow
2026-10-24	#230	Bring lessons, quizzes and creation progress into AR/VR
2026-10-24	#232	Present guided mini-lessons and next steps in the AR workspace
2026-10-24	#233	Center AR displays and separate Stay here from wall snapping
2026-10-24	#235	Add XR conversations and truthful avatar creation status
2026-10-24	#236	Connect XR speech, point checks and exhibit preparation to one lesson
2026-10-24	#237	Prevent unrequested text panels in Operator exhibit builds
2026-10-24	#238	Separate XR trigger activation from grip grabbing
2026-10-24	#239	Animate XP and achievement celebrations on the existing spatial panel
2026-10-24	#240	Default new teaching exhibits to supported interactions
2026-10-24	#241	Restore grip-to-talk and use trigger plus grip for grabbing
2026-10-24	#242	Restore saved AR worlds using their own persistent anchors
2026-10-24	#243	Document rc5 controls, recovery, and the full demo recording plan
2026-10-25	#245	Preserve Professor speech when grip becomes a grab
2026-10-25	#246	Add optional Live voice with successive catalog-part pointing
2026-10-25	#248	Unblock AR room recovery without discarding old archives
2026-10-25	#249	Resolve Live references with Decisions and suppress startup role replay
2026-10-25	#250	Finalize rc6 setup docs and verify Live is opt-in in the release
2026-10-25	#253	Fix initial professor facing toward the current viewer

Merged	PR	Title
2026-10-25	#254	Add authenticated HTTPS access to home-hosted Matrix on Quest
2026-10-25	#255	Dispatch background Infinite World's Fair preparation tasks
2026-10-25	#256	Keep Live voice running through AR mini-lesson controls
2026-10-25	#258	Run VRoid authoring independently from the world Operator
2026-10-25	#260	Restore the active Professor conversation with its saved world
2026-10-25	#262	Show Live startup failures in the AR Professor panel
2026-10-25	#263	Use saved mentor voices for local speech
2026-10-25	#265	Keep XP celebrations available until viewed
2026-10-25	#266	Prepare rc7 packaging, documentation and current test contracts
2026-10-25	#267	Export all required release guides from the frozen commit

sota-professor

29 merged pull requests in this snapshot.

Merged	PR	Title
2026-10-22	#1	docs: evaluate EACL 2026 Instructional Agents as SOTA curriculum creator
2026-10-23	#6	feat: checkpoint shared Professor transcript and Matrix delegation
2026-10-23	#8	feat: choose and pin appropriate historical professor appearances
2026-10-23	#9	feat: prepare reusable professor appearances alongside lessons
2026-10-23	#10	feat: teach with named parts and captured student references
2026-10-23	#11	feat: ground teaching in selected surfaces and view images
2026-10-24	#12	fix: prevent historical preview errors from blocking direct builds
2026-10-24	#13	docs: refresh Professor setup, checkpoint and remaining issues
2026-10-24	#14	Add spoken Socratic exhibit practice
2026-10-24	#18	Add finite mini-lessons with saved recaps and next steps
2026-10-24	#19	Restore choose-or-create historical mentors for new conversations
2026-10-24	#20	Unify guided learning into the Professor conversation
2026-10-24	#23	Keep generated exhibit labels in metadata instead of model geometry
2026-10-24	#22	Plan the learning adventure: unified loop, progression, adaptive paths and GPT-Live
2026-10-24	#24	Award evidence-backed XP, levels and custom learning achievements
2026-10-24	#25	Personalize achievement badges from the learner's demonstrated behavior
2026-10-24	#26	Default to useful interactions in new teaching exhibits
2026-10-24	#27	Document the rc5 learning checkpoint and remaining demo risks
2026-10-25	#28	Add optional GPT-Live with existing School learning state
2026-10-25	#29	Update Professor README for the paired rc6 Live checkpoint
2026-10-25	#32	Fix Live learning progress, exhibit requests and selection context
2026-10-25	#33	Add the Infinite World's Fair mini-quest loop
2026-10-25	#34	Add an exponential learning level curve
2026-10-25	#38	Keep Live conversation fast with selective School handoffs
2026-10-25	#39	Use a ready human stand-in while a custom Professor avatar is built
2026-10-25	#40	Allow the owner to disable the local Live spending gate
2026-10-25	#42	Assign and save voices for custom mentors
2026-10-25	#44	Recover accepted next mini-lessons in Live voice
2026-10-25	#45	Document the rc7 connected-learning release

sota-beta

70 merged pull requests in this snapshot.

Merged	PR	Title
2025-09-29	#1	V2 upgrades
2025-09-29	#2	pull main to branch?
2025-09-29	#3	Merge pull request #2 from School-of-the-Ancients/main
2025-09-29	#4	Fix duplicate AI replies after operator commands
2025-09-29	#7	Add detailed guidance to quests
2025-09-30	#12	Add quest knowledge check and completion tracking
2025-09-30	#15	Revert "Add quest knowledge check and completion tracking"
2025-09-30	#16	Revert "Revert "Add quest knowledge check and completion tracking""
2025-10-01	#35	Ensure persona voice accents persist across character flows
2025-10-01	#38	Add voice accent metadata to personas
2025-10-01	#41	Quest creator
2025-10-01	#43	feat: improve learning quest guidance
2025-10-01	#44	Ensure custom quests pair learners with subject experts
2025-10-01	#45	docs: expand README onboarding details
2025-10-01	#46	docs: expand README with quest system guidance
2025-10-02	#50	feat: expand Gemini voice guidance for persona creation
2025-10-02	#52	Revert "feat: expand Gemini voice guidance for persona creation"
2025-10-02	#60	Restore character creation guidance features
2025-10-02	#61	feat: restore persona loading copy
2025-10-02	#62	Add guardrails for quest creation inputs
2025-10-03	#67	Fix race condition in character loading from URL
2025-10-03	#68	feat: Add comprehensive test coverage
2025-10-03	#73	pull main to branch
2025-10-03	#74	pull main to branch
2025-10-03	#69	feat: surface custom quest progress
2025-10-03	#77	Add continue quest link for failed quest outcomes
2025-10-03	#79	Fix quest metadata persistence when returning to quests
2025-10-03	#84	feat: enable resuming saved conversations
2025-10-03	#88	feat: allow deleting custom quests from quests view

Merged	PR	Title
2025-10-03	#96	Add quest creation shortcut from quest review next steps
2025-10-03	#99	docs: outline student progress feature design
2025-10-03	#100	docs: outline student progress feature
2025-10-03	#101	docs: add student progress tracking design
2025-10-03	#102	merge main to branch
2025-10-04	#124	fix: prune orphaned custom quests
2025-10-04	#126	Add manual trigger for conversation prompt suggestions
2025-10-05	#130	feat: add gender metadata to voice catalog
2025-10-05	#135	feat: expand Gemini Live voice catalog
2025-10-05	#136	fix: sync voice metadata with chirp3 hd reference
2025-10-05	#137	pull main to branch
2025-10-05	#138	feat: auto renew Gemini Live sessions
2025-10-05	#147	Fix quest state reset on refresh
2025-10-05	#151	feat: add quest completion quiz flow
2025-10-05	#160	fix: migrate microphone capture to audio worklet
2025-10-06	#172	docs: add issue prioritization and implementation plan
2025-10-06	#176	Add Supabase auth and persistence foundation
2025-10-06	#183	feat: add auth modal with email or google sign-in
2025-10-06	#184	feat: add sidebar navigation for explorer hub
2025-10-06	#195	feat: integrate react router navigation
2025-10-06	#203	fix: guard navigation during active conversations
2025-10-06	#206	fix: add vercel rewrite for spa routing
2025-10-06	#212	fix: prevent duplicate Gemini tool call handling
2025-10-06	#214	Improve test coverage for App and CharacterCreator
2025-10-06	#218	build: install tailwind locally
2025-10-06	#222	fix: debounce supabase user data persistence
2025-10-07	#226	feat: refresh responsive layout
2025-10-07	#227	feat: condense sticky header menu
2025-10-07	#234	fix: sanitize Supabase API key payloads
2025-10-07	#237	fix: keep mobile header accessible while scrolling
2025-10-12	#239	fix: persist api key per device

Merged	PR	Title
2026-01-10	#245	fix: update Gemini model identifiers for text and image generation
2026-01-10	#247	Upgrade nano banana and gemini 3
2026-01-10	#248	Update ConversationView.tsx
2026-01-10	#249	feat: use gemini-2.5-flash-image for image generation
2026-01-10	#250	Revert "feat: use gemini-2.5-flash-image for image generation"
2026-01-10	#251	Revert "Update ConversationView.tsx"
2026-05-24	#255	Add local-only auth fallback and Supabase offline handling
2026-05-24	#256	Revert "Add local-only auth fallback and Supabase offline handling"
2026-08-09	#258	fix: remove persisted API key encryption
2026-10-20	#259	Restore original beta with an isolated private backend

sota-alpha

4 merged pull requests in this snapshot.

Merged	PR	Title
2025-09-27	#1	Refocus demo on Socratic chat
2025-09-27	#2	Fix persona prompt visibility and add Socrates persona
2025-09-27	#3	Add additional ancient personas with prompt suggestions
2025-09-27	#4	Fix missing persona replies and widen chat panel

sota-v2-feature-creeped

1 merged pull requests in this snapshot.

Merged	PR	Title
2026-05-24	#4	Improve classroom UI and operator widget

sota-v2

27 merged pull requests in this snapshot.

Merged	PR	Title
2026-05-25	#32	docs: add architecture overview
2026-05-25	#33	docs: add data model draft
2026-05-25	#34	docs: add prompt registry and versioning policy
2026-05-25	#35	chore: create clean app feature structure
2026-05-25	#36	infra: add server-side AI gateway/provider adapter
2026-05-25	#37	feat(infra): add initial Supabase schema
2026-05-25	#38	test: add state machine and schema validation coverage
2026-05-25	#39	feat(goals): build goal intake route
2026-05-25	#42	feat(app): wire loadable web shell
2026-05-25	#44	fix(app): add Vercel static build
2026-05-25	#45	feat(curriculum): generate one-week plan from goal
2026-05-25	#46	feat(curriculum): wire one-week review flow
2026-05-25	#48	feat(ai): add learner model preferences
2026-05-25	#49	feat(quests): generate focused quests
2026-05-25	#50	feat(mentors): add mentor registry
2026-05-25	#51	feat(lessons): add lesson runtime
2026-05-25	#52	feat(lessons): persist lesson sessions
2026-05-25	#53	feat(progress): show active quest
2026-05-25	#54	docs: refresh M0/M1 completion status
2026-05-25	#55	feat(frontend): expose M1 learning loop surfaces
2026-05-25	#70	feat(assessment): generate quest mastery quizzes
2026-05-25	#71	feat(assessment): grade quiz short answers
2026-05-25	#72	feat(quests): gate completion on mastery
2026-05-25	#73	feat(assessment): generate targeted quiz review
2026-05-25	#74	docs(frontend): define beta experience rebuild spec
2026-05-25	#75	feat(frontend): add React Vite Tailwind foundation
2026-09-20	#77	Add durable Operator lesson API and authored scale activity

school-of-the-ancients

6 merged pull requests in this snapshot.

Merged	PR	Title
2026-09-22	#1	Add standalone mentor lessons and a separate Matrix client
2026-09-22	#2	Connect prepared lessons to reviewed Matrix placement
2026-09-22	#3	Add optional interruptible local mentor speech
2026-09-22	#4	Connect lesson scale experiments to reviewed Matrix outcomes
2026-09-25	#5	Let Galileo guide reviewed Matrix scene demonstrations
2026-09-27	#8	Make School own its product roadmap

school-of-the-ancients-roadmap

5 merged pull requests in this snapshot.

Merged	PR	Title
2026-09-24	#16	Add AI NPC community research and evaluation track
2026-09-24	#17	Organize roadmap around composable modules and explicit ownership
2026-09-25	#19	docs: current School product brief and simple cross-repo build order
2026-09-26	#20	Align School roadmap with Matrix WebXR documentation and Unity archive
2026-09-27	#21	Reduce roadmap repo to cross-project coordination

Coverage and interpretation

The Horizon and research repositories returned no pull requests in their queried collections; their role is documented by source files, assets and project history. This is not evidence of no development. Work committed directly, local uncommitted work, unpublished assets and private records are not enumerated by a merged-PR index.

Open and closed-unmerged work must not be presented as shipped. Research targets for latency, learning outcomes, compliance, scaling and multiplayer remain proposals unless a specific implementation and validation record establishes them.

The repository names preserve the project's own history. Older READMEs sometimes describe themselves as canonical; the current organization profile identifies Professor as the active School application, Matrix as its spatial module, and the older projects as references.

Source collection

Public GitHub REST pull request and release collections for School-of-the-Ancients, read October 26, 2026. The main report provides the corresponding project URLs. Each indexed PR and release is directly linked. No private learning records, credentials, meeting links or room captures are included in this appendix.