Contexts would provide Command arrays to the engine via a new interface. Each Command array would contain zero or one command per time slice per relevant element. There may be multiple concurrent contexts.

Elements are collection points for IntentsStates. Each element may have multiple IntentsStates (e.g., one context with multiple, or many contexts with one, etc.)

Filters allow IntentsStates to be modified (in any way: discarded, multiplied, combined). Patching (blue lines) defines data linkages.

Controllers output data to intended devices/targets. Evaluators are used to convert an IntentsState to a Command. Combiners are used to combine multiple Commands into one.