

VersaTale User Manual

Welcome to **VersaTale**, your AI-driven interactive storytelling game! Follow this guide to get started and fully enjoy all the features available.

Accessing the Application

- Launch the VersaTale web application.
 - Choose **Sign Up** to create a new account or **Log In** if you have an existing account.
 - Enter your email address and enter your secure password.
 - If you have forgotten your password, use the forgot Password button, input your email and click submit. You will receive an email if you have an account with a valid email.
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Dashboard Overview

After logging in, you'll be directed to your dashboard, offering the following options:

1. Story Archives Button

- This button will bring you to the Saved Stories screen where you can view and manage your currently saved stories.
 - Go to the Saved Stories screen section for more information.

2. New Story Button

- This button will provide you with options to start a new story. Options include:
 - **Solo Story:**
 - Start Story Button will create a solo story and will move you to the create your New Adventure screen.

- Continue Story Button: If you have an active story, you will be moved to the story screen with the active story loaded.
- An active story is a story that has been played within 30 minutes of its creation. (Inactive stories will be deleted in 30 minutes.)
- A story is considered inactive if you do not interact with the story within the time frame). If you do not have an active story, you will get a message stating so.
- **Group Story:**
 - Start Story Button will create a group story and will move you to the create your New Adventure screen for group stories named Configure Group Story .
 - Continue Story Button: You will be presented with a dialog box explaining how to continue an active story.
- Cancel: This button will close the dialog box

3. Manage Profile Button

- This button will bring you to the User Profile screen where you can view your user data and manage your profile.
 - Go to the User Profile Screen section for more information.

4. Join a Friend Button

- This button will bring you to the Join Game screen where you can enter a join code and enter a display name.
 - Go to the Joint Game Screen section for more information.

Group Story (Multiplayer)

- Same customization options as Solo Story.
 - Upon completing customization, you will be redirected to a lobby and provided with a unique Lobby Code.
 - Share this Lobby Code with friends, allowing them to join your multiplayer session.
 - **Host Control:** Only the host has ultimate control in multiplayer sessions, managing the progression of the story.
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Saved Stories Screen Overview

On this page you will be presented any saved stories you have. Each saved story will have the following options:

1. View Button

- This button will pull up a dialog box where you can view the contents of a story.
 - Download Button: Download the story as a text file
 - Close Button: Close the dialog box

2. Download Button

- This button will download the story as a text file

3. Delete Button

- This button will delete the story

4. Continue Button

- This will load the story into the story screen to continue progressing through the story.
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User Profile Screen Overview

On this page you will be presented with your user profile and all user data that is tracked.

This page contains the following:

1. User Email

- You will find the email that is attached to your profile

2. Last Access

- You will find the last access which is the last time you accessed the application. This is for transparency, We display all data that we track.

3. Change Password

- This section provides you with a field to input a new password and a button to submit the change.

4. Delete Account Button

- This button will delete your profile permanently.
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Join Game Screen Overview

On this screen you will be presented with tools needed to join a game.

These tools include:

1. Join Code Field

- This field is where you input the join code you get from a group story host to join their story.
 - Letter are automatically capitalized
- If you attempt to join without entering a valid **Lobby Code**, you will receive a prompt requesting the correct code.

2. Your Name Field

- This field is for inputting your display name for the multiplayer lobby.
 - Names can be changed in the lobby
 - If no name is entered, you name will be Player
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Create Your New Adventure Screen / Configure Group Story Overview

On this screen you will be able to select from many options that will influence your story.

1. Story dimension settings

- These settings will include different dimensions of your story. Any option not selected will be randomized and submitted for story creation.

2. Number of Options setting

- This option will set the minimum number of options that the AI make per story leg.

1. Story dimension settings

- These settings will include different dimensions of your story. Any option not selected will be randomized and submitted for story creation.
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Host Lobby Screen Overview

You'll see your unique join code displayed at the top, followed by a list of players currently in the lobby. From here, you can:

- **Manage players** by clicking the “kick” icon next to any name.
 - **Start the group story** directly via the “Start Group Story” button in this menu.
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Vote results Screen Overview

You'll see the story settings that won the vote—these will guide the AI's narrative before you proceed to the story screen.

Story Interaction

The Story Interaction is one of the primary features of VersaTale. After selecting **Start Story** from the customization menu, you'll receive your generated story. Once a story starts, you cannot go back to edit the initial settings. Stories are structured into legs or chapters.

Story Interaction Controls

When a story session begins, your interface will include:

- **Narrative Options:** Located at the bottom of the screen, click to view and select choices to progress the story. In multiplayer sessions, progression choices must be voted upon by players. In case of a tie, a random selection will determine the outcome.
- **Additional Controls:** Accessible from a menu at the top-right corner of your screen, including:

- **Go Back:** Move one step back in the story. In multiplayer sessions, this requires positive votes from other players, and only the host can resolve votes.
 - **Save Session:** Save your current story session. Multiplayer stories can also be saved to your personal archive.
 - **Quit Session:** Exit your current story.
 - **Logout:** Option available to log out from the story interaction screen.
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Notes

- **Incorrect Login Credentials:** If you enter incorrect login details, an error message will pop up prompting you to retry.
 - **Missing Lobby Code:** When joining multiplayer sessions, failing to provide a valid lobby code will trigger a prompt asking you to enter one.
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