



# User Stories

## 1. Authentication

### Feature: Google Sign-In

- As a new user, I want to sign in using my Google account so that I can quickly start using Pixelar without creating a new password.
  - As a returning user, I want my saved projects and profile to automatically load when I sign in, so that I can resume work from where I left off.
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## 2. Prompt UI (Sprite Creation)

### Feature: Text & Reference-Based Sprite Generation

- As a game developer, I want to input a text prompt describing my sprite, so that Pixelar can generate visual assets that match my idea.
- As a user, I want to upload a reference image, so that the AI can maintain my art style or color scheme.
- As a user, I want to select preferred color palettes, so that my sprite matches the tone of my existing assets.
- As a user, I want to choose a character's pose or view angle (front, back, side), so that I can generate sprites with consistent orientations.
- As a user, I want to see a 3D rotation model for pose reference, so that I can visualize how my sprite would look from different angles.
- As a user, I want to select a camera angle preference, so that I can control perspective (top-down, side-view, isometric).
- As a user, I want to set custom dimensions for my sprite, so that it fits my game's specific resolution needs.

- As a user, I want to optionally select from available AI models and styles, so that I can achieve specific artistic outcomes (e.g., pixel art, chibi, cyberpunk).
  - As a user, I want to preview multiple generated results and select one, so that I can pick the best match for my vision.
  - As a user, I want a new project to automatically be created when I select a preview, so that my assets are organized without extra steps.
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## 3. Sprite Preview & Project View

### Feature: Sprite Management & Metadata

- As a user, I want to view the generated sprite alongside its metadata (prompt, date, rotation, etc.) so that I can track its origin.
  - As a user, I want a rotation slider to preview my sprite from different generated angles, so that I can evaluate its completeness.
  - As a user, I want an “Edit Sprite” button, so that I can refine or regenerate the sprite with minor adjustments.
  - As a user, I want to see all generated animations related to this sprite in a visible history list, so that I can reuse or improve them later.
  - As a user, I want an option to export each animation in common formats (like GIF, PNG sequence, or sprite sheet), so that I can directly use them in my game engine.
  - As a user, I want an “Add Animation” button, so that I can move directly from sprite view to animation creation.
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## 4. Animation Page

### Feature: Animation & Rigging

- As a user, I want to view my sprite in the animation editor, so that I can see real-time changes.
- As a user, I want access to preset animations (walk, idle, jump), so that I can quickly test motion loops.

- As a user, I want to input a prompt describing a custom animation, so that the AI can generate new motion patterns for my sprite.
  - As a user, I want Pixelar to generate a skeleton rig automatically (if applicable), so that I can create smoother and reusable animations.
  - As a user, I want a timeline-based frame editor when using skeleton animation, so that I can manually fine-tune movements frame by frame.
  - As a user, I want to export my animation in multiple formats (sprite sheet, GIF, video, or rig file), so that I can integrate it easily into my workflow.
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## 5. Project History Page

### Feature: Asset Organization

- As a user, I want to view all my past projects as a gallery with titles (prompts), dates, and thumbnails, so that I can quickly identify and revisit older work.
  - As a user, I want to delete any project, so that I can manage storage and remove unwanted assets.
  - As a user, I want to rename a project, so that I can better organize them by theme or client.
  - As a user, I want to share a project, so that I can collaborate or showcase my work to others.
  - As a user, I want to import an existing sprite, so that I can continue editing or animating assets made outside Pixelar.
  - As a user, I want to name imported sprites, so that they appear consistently in my project list.
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## 6. Profile Management

### Feature: User Account & Subscription

- As a user, I want to view and update my name, email, and profile picture, so that my profile looks consistent across platforms.

- As a user, I want to see my remaining credits, so that I know how many generations I can perform.
- As a user, I want to manage my subscription plan (upgrade, cancel, renew), so that I can control my billing easily.
- As a user, I want Pixelar to automatically adjust my available credits when I perform sprite or animation generations, so that my usage stays transparent.