Sprint 3 Start Document

General Information

Dates

Start Date	Estimated Finish Date
13 Oct 2025	19 Oct 2025

Tasks for this sprint

Task Name	Status
Conduct a literature review on AI narrative systems (procedural narrative, LLM-in-games, coherence, evaluation)	Not Started
Audio support audit & polish (AudioManager hooks for UI/achievements, SFX audits, volume controls in settings)	Not Started
Audit & document systems (TooltipManager, QuickAccessMenu, Responsive Scaling, Font/Language toggles, Characters/Terms pages, Save/Load flows)	Not Started
Create/extend Achievement System (triggers, progression, UI wiring, journalling)	Not Started
Prepare Thursday 16 Oct 15:30 supervisor meeting2 (demo current build + questions)	Not Started
Extract requirements from Meeting 2 discussion and fold into the sprint scope	Not Started
Live API path: enable real Gemini/OpenRouter keys in Settings and harden error states	Not Started

Requirements to fulfil in this Sprint.

- *Functional (shall/should)*
  Shall: Ensure AI Settings accepts live keys and preserves safe storage semantics, with clear disabled-state behaviour when keys are missing.
  Should: Harden error handling and surface metrics for latency/token counts for use in the Week 7 report.
- *Non-functional*
  Maintain testability through a MockAIGenerator path so the report work is not blocked by the network/API.
  Keep UI responsive (non-blocking HTTP, progress overlays) and preserve stability while drafting.
- *Ensure Reality vs Positive Energy interactions and journal/achievement hook the guiding frame for prompt design and evaluation.*