

## # SPRINT DOCUMENTATION — Week 3 (Refocus & Planning)

1) Summary data	
Sprint start date	13 Oct 2025
Sprint end date	19 Oct 2025

*I met my supervisor on 16 Oct 2025 at 3:30 PM. We agreed that I should shift the focus of Week 3 from heavy coding to the "thinking bit": literature review, methods and planning for the Week 7 interim report. I will still keep essential engineering tasks in scope (AI settings with real keys, metrics capture, and a refactor plan for AI manager), but I won't spend time on new scene or feature integration this week. The immediate goal is to make my Week 7 report strong and well-grounded in literature and a clear methodology.*

1. Tasks this sprint
<p>Sprint goal: Refocus from heavy coding to research, planning, and method design for a strong Week 7 interim report; retain only essential engineering tasks (live API keys, metrics) as planned work without drawing time away from writing.</p> <ul style="list-style-type: none"><li>• Stakeholders engaged: meeting held on 16 Oct 2025 at 3:30 PM; decisions led to a planning-first pivot this week. Next meeting scheduled for 23 Oct 2025 at 3:30 PM (same time).</li><li>• [Completed] Conduct a literature review on AI narrative systems (procedural narrative, LLM-in-games, coherence, evaluation)</li><li>• [Completed] Audio support audit &amp; polish (AudioManager hooks for UI/achievements, SFX audits, volume controls in settings)</li><li>• [Completed] Audit &amp; document systems (TooltipManager, QuickAccessMenu, Responsive Scaling, Font/Language toggles, Characters/Terms pages, Save/Load flows)</li><li>• [Completed] Create/extend Achievement System (triggers, progression, UI wiring, journalling). Prepare Thursday 16 Oct 15:30 supervisor meeting2 (demo current build + questions)</li><li>• [Completed] Extract requirements from Meeting 2 discussion and fold into the sprint scope</li><li>• [Completed] Live API path: enable real Gemini/OpenRouter keys in Settings and harden error states</li></ul>

2) Requirements analysis
<ul style="list-style-type: none"><li>• <i>Functional (shall):</i><ul style="list-style-type: none"><li>○ <i>Shall capture supervisor guidance from the 16 Oct meeting inside sprint docs and reflect in an updated plan that prioritises literature/methods over new scene/feature work.</i></li><li>○ <i>Shall produce an interim-report outline and drafting notes in 8.Report/Interim Report (Week7)/Interim_Report_Draft.md (tracked and iteratively expanded this week).</i></li></ul></li></ul>

- *Shall keep new scene/feature integration out of scope this week to protect report drafting time.*
- *Shall establish and document Achievement System triggers and their connection to stats/events and the achievement viewer.*
- *Functional (should):*
  - *Should wire live API key entry and storage in the Settings UI and prove graceful degraded behavior (disabled send, clear messaging) when keys are absent.*
  - *Should outline AI metrics capture (token, latency) for inclusion in the interim report evidence.*
  - *Should document TooltipManager, QuickAccessMenu, responsive scaling behaviors, font/language toggles, and characters/terms content plumbing for clarity in the report.*
- *Non-functional:*
  - *Preserve a deterministic MockAIGenerator path so report work is never blocked by API/network.*
  - *Keep UI responsive and non-blocking (timeouts/retries encapsulated by AIManager; progress overlays in story\_scene.gd).*
  - *Ensure audio does not block UI or AI calls; centralise playback via audio\_manager.gd.*
- *Domain requirements:*
  - *Continue to frame tasks and evaluation against the core values system (Reality vs Positive Energy vs Entropy), with journal/achievements providing evidence of thematic consistency.*

### 3) Design

- *Achievement System plan:*
  - *Centralise achievement definitions and triggers in achievement\_system.gd, wiring signals from game\_state.gd and story/prayer events. Ensure the UI viewer (achievement\_viewer.tscn/.gd) can subscribe and render unlocked progress cleanly.*
  - *Confirm journalling hooks so achievements can be referenced in narrative context.*
- *AI pipeline and refactor plan:*
  - *Extract provider strategies from ai\_manager.gd (GeminiStrategy, OpenRouterStrategy, MockStrategy) with a unified interface; keep ai\_manager.gd as a coordinator and metrics collector (timeouts, retries, token counters, response times, history windows).*
  - *Maintain the existing ai\_metrics\_chart.gd hooks and extend to include response-error counts for reliability tracking in the report.*

### 4) Test plan and evidence of testing

- *Unit intentions (to be executed as coding proceeds):*
  - *AIManager strategies: simulate success, timeout, and error paths; verify metrics counters and history ring sizes; ensure callbacks fire correctly on cancellation.*
  - *Markdown/BBCode path remains covered via test\_markdown\_parser.gd.*

- *Audio: volume/mute toggles update AudioServer and players; event-driven SFX plays immediately; pooling fallback works; music fade-out; no blocking under load.*
- *System intentions:*
  - *With mock provider: open story/prayer/achievements overlays → perform AI request with overlay shown/hidden; confirm save slots not blocked and notifications show.*
  - *With live keys (when entered): perform the same flow, capturing token/latency samples for inclusion in Week 7 report.*
- *Evidence this week:*
  - *Focus is on planning and report drafting; test execution is scheduled but not prioritised until after literature and methods milestones are achieved.*

## 5) Summary of sprint

- Plan change summary: Following the 16 Oct (15:30) meeting, Week 3 prioritises literature review, interim-report drafting, and a methods/evaluation plan. The timing now diverges from the proposal's Gantt; new scene/feature work is explicitly out of scope this week.
- Deliverables targeted this week: an expanded interim report draft outline, an updated sprint plan, a concrete AIManager refactor plan, and a documented Achievement System triggers/UI plan.
- Next steps: Continue drafting (Week 7 sections), prepare questions for the 23 Oct supervisor meeting (15:30) to improve the Week 7 report, and plan minimal engineering only where it supports report evidence (metrics, error surfaces, and achievement trigger verification).