Sprint 2 Start Document

General Information

Dates

Start Date	Estimated Finish Date
06 Oct 2025	12 Oct 2025

Tasks for this sprint

Task Name	Status
Status Set up Godot 4.5 project structure, autoloads, and scenes for menus/story	In Progress
Implement AI pipeline skeleton (Gemini/OpenRouter, mock fallback, metrics)	In Progress
Prototype narrative subsystems (prayer loop, achievements, journal, notifications)	In Progress

Requirements to fulfil in this Sprint.

- *Standing up the foundational Godot framework with UI, stats, and asset display to host AI-driven content.*
- *Delivering the first iteration of the LLM request/response pipeline with provider selection and safe key handling.*
- *Enforcing Reality vs Positive Energy domain rules through prayer consequences, achievements, and stat feedback.*