No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points	
No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points	
US_10	As a player, I would like to know when I have reached the game's conclusion of the game so that I know I have reached the end of the session.	Clive	May 3	2	2	
	Hypothesize Methods for ending game		March 31			
	Discuss and Select one method for this sprint completion		March 31			
	Develop selected Method of ending game to trigger Open AI to end game when goal is achieved		May 1			
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	Dhruv	May 3	1	1	
	Import text to speech library		March 31			
	Use text to speech on context generated		March 31			
	Frontend button to initiate text to speech for context		March 31			
US_16	As a player, I want to choose the number of players so we can explore adventures together	Farham	May 1	5	5	
	Design player selection UI for entering number of players		April 30			
	Create frontend logic to display forms based on number of players		April 30			
	Add validations (min/max players, non-zero input)		April 30			
US_17	As a player, I want the app to play my favorite novel as a story when I enter the novel's name, so that i can dive in without describing the entire novel	Optional	-	5	0	Not completed
	Create frontend input for novel title entry		-			
	Build backend endpoint to handle novel name		-			
	Test a set of popular novels and tune prompt generation for consistency		-			
US_18	As a player, I want to interact with the game with voice controls, so that i can have an immersive experience	Dhruv	May 3	8	8	
	Research and integrate browser-compatible speech recognition library		May 1			
	Add mic input button on main interaction screen		May 2			
	Convert voice input to text and pass to existing input handler		May 2			
US_19	As a user, I want the app to dynamically adapt to me and my friends choices, while keeping the story interesting	Dylan	May 1	13	13	
	Change /play-turn endpoint to accept an array of playerChoices		April 25			
	Modify Log structure to handle multiple player inputs per turn		April 25			
	Enhance OpenAI prompt to handle multiple players		April 27			
	Test with 2–3 players		April 27			
	Single-player backward compatibility		April 27			
US_20	As a player, I want to determine which player goes next so I can choose who make the next interaction in a multiplayer game	Dylan	May 1	8	8	
	Add player selection dropdown after each interaction		April 29			
	Implement backend logic to track and update the current player's turn.		April 29			
	Create API endpoints to get and set the active player		April 29			
	Notify selected player it's their turn via UI/animation		April 29			
US_22		Farham	May 1	8	8	
	Create S3 Bucket		April 24			
	Implement upload logic from backend to S3 bucket		April 27			
	Fix NPC Schema to hold Image URLS.		April 27			
	Modify Prompt output to have Context + Json section for toggle		April 28			
	Modify prompt to toggle NPC activation when in scene		April 29			
				50	45	