No.	User Stories	Acceptance Criteria	Story Points	Assigned to
	SPRINT 3			
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.	- Show some form of clear display of the novel ending - Mention story needs to eventually end in the prompt to begin story - Have a clear splash screen depicting story has ended - Disable any input fields	8	Clive
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	- The user can toggle Voice button to listen to the story generated.	2	Dhruv / Ajla / Mrun
US_16	As a player, I want to choose the number of players so we can explore adventures together	- The user is prompted with player "Single Player" or "Multiplayer" - The system allows players to create and name their own characters. - Each player can customize character attributes, such as role, stats, or abilities. - The game supports multiple characters within a single session.	5	Farham
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	- The user is prompted with "Story" and "Novel" option. - The user can select the "Novel" Option. - The user is prompted to enter the Novel name and author. - The app presents user with options(if more than 1 is available). - The user selects the novel they want. - The app moves to the next step after clicking "Continue"	5	Optional
US_18	As a player, I want to interact with the game with voice controls, so that i can have an immersive experience	- The user can toggle Microphone button and speak their response when prompted to make a choice to proceed or simply type in their response in the promt area.	8	Dhruv / Ajla / Mrun
US_19	As a user, I want the app to dynamically adapt to me and my friends choices, while keeping the story interesting	-Ai generates logical consequences to the choices made. - All players can make their own unique choices in the provided text field -The system processes custom inputs and responds dynamically based on context. -The app ensures that user-defined actions do not break story progression.	13	Dylan
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	-The system cycles through each user for their prompts	8	Dylan
US_22	As a player, I want the game to have graphics and animations which enhance the storyline so that I can have a more visual experience	- The graphics are visually consistent with the game's style and theme.	8	Farham