

No.	User Stories	Acceptance Criteria	Story Points	Assigned to	Feature	Component
	SPRINT 1					
US_01	As a player, I expect logical story developments so that the story is consistent to the previous interactions.	<ul style="list-style-type: none"> - The AI introduces unexpected but logical events based on player choices. - The generated twists maintain continuity within the story. - Twists vary across playthroughs for replayability. 		13 Farham Dylan	Maintain story consistency	AI story
US_02	As a player i want to experience an interactive story with dynamic choices so that I can shape the story.	<ul style="list-style-type: none"> - The system tracks player decisions and adapts the story and determines different endings accordingly. - Choices made early in the game influence later events. - The game provides unique responses based on different player actions. 		8 Dhruv Dylan Clive	Dynamic Story Pivot - Single player	AI Story
US_03	As a player, I want to select a theme, so that I have a general setting for the story I want to play.	<ul style="list-style-type: none"> - The user can select from multiple preset themes (3) - The user can browse and select options in the app. - The app moves to the next step after clicking "Continue" 		5 Sharon Ajla	Preset Theme options (3-4) Theme Description	Story Setup
US_04	As a player, I want to select a story within a theme, so that I dont have to come up with a new one	<ul style="list-style-type: none"> - The user can select from multiple preset stories (4) - The user can browse and select from 3-4 options in the app. - The app moves to the next step after clicking "Continue" 		5 Sharon Ajla	Preset story options (3-4) Theme Description	Story Setup
US_05	As an admin user, I want to create a theme, so that users can browse stories within a selected theme	<ul style="list-style-type: none"> - The user can create one theme at a time with title, description, and cover image - The user can view and edit created themes 		1 Dylan Sharon		
US_06	As an admin user, I want to create a story within a theme, so that users can browse and select the latest story	<ul style="list-style-type: none"> - The user can create one story at a time with title, description, duration, narrator tone and theme - The user can view and edit created stories 		2 Clive Sharon Dylan		
US_07	As a player, I want to read the created story so I can refer to my past actions	As a user, I want to read the created story		3 Clive Sharon Dylan	Display Story History Scrollable View	Accessibility
	SPRINT 2					
US_08	As a player, I want to personalize the character I will be playing in the story so that I can have more control over my protagonist.	<ul style="list-style-type: none"> - User can enter a name for their character. - User can choose/enter attributes (e. g., personality traits, skills, background). - Character details are saved - Character details cannot be modified after starting the story. 		5 Ajla Dhruv	Main (User) Character Builder Prompt Example prewritten Character prompt	Story Setup
US_09	As a player, I want detailed environmental descriptions and character emotions in my story, so I am more attuned to the story.	<ul style="list-style-type: none"> - AI dynamically generates detailed environmental settings. - Scene descriptions adapt to past user actions, mood, and themes. - Character emotions and NPC expressions are included in the narration. 		2 Ajla	Using descriptive models with a larger parameter count.	AI story
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.	<ul style="list-style-type: none"> - 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 Sharon	End Game Prompt	Game Mechanics
US_11	As a player, I want to interact with other non playable characters as an active part of the story so I can have additional members to interact with.	<ul style="list-style-type: none"> - NPCs appear throughout the story - Can dynamically interact with NPCs 		8 Farham	Preset NPCs Dynamic NPC inclusion	Game Mechanics
US_12	As a player, I want my character's actions to be determined by a dice roll so there is unpredictability in outcomes	<ul style="list-style-type: none"> - The system rolls a virtual die when an action requires a success/failure check. - The game clearly displays the roll result and its impact on the story. - The system assigns success probabilities dynamically for custom inputs. - The probability of success/failure is determined by who is rolling the dice. 		5 Dylan Farham	Dice Roll	Game Mechanics
US_13	As a an admin user, I want to add interesting yet feasible NPC's that fit the storyline into the preset so that the player can have additional NPC's to interact with throughout the story.	<ul style="list-style-type: none"> - Introduce NPC characters into the storyline preset text - Write a story writing prompt with description of variations in NPC's to interact with in the story (Add on to Preset Feature) 		5 Sharon Dylan	Preset NPCs Dynamic NPC inclusion	AI Story
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	<ul style="list-style-type: none"> - The user can toggle Voice button to listen to the story generated. 		2 Dhruv	Text-to-Speech	Accessibility
US_15	As a player, I want to receive clear feedback so I know when my dice roll has passed or failed.	<ul style="list-style-type: none"> - Color distinction of green or red to see impact of desicion 		5 Dylan Clive Farham	Impact Feedback	Accessibility
US_16	As a player, I want to choose the number of players so we can explore adventures together	<ul style="list-style-type: none"> - 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. 		8	Multiplayer Game Option	Story Setup
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	<ul style="list-style-type: none"> - 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	Play an actual Novel Story	Story Setup
US_18	As a player, I want to interact with the game with voice controls, so that I can have an immersive experience	<ul style="list-style-type: none"> - 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 prompt area. 		5	Speech-to-Text Options	Accessibility
US_19	As a user, I want the app to dynamically adapt to me and my friends choices, while keeping the story interesting	<ul style="list-style-type: none"> - 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. 		8	Dynamic Story Pivot - Multiplayer	Game Mechanics
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	<ul style="list-style-type: none"> - The system cycles through each user for their prompts 		3	Player Turns	Game Mechanics
US_21	As a player, I want to customize the UI like font size and color adjustments, so that I can comfortably read the text.	<ul style="list-style-type: none"> - Users can increase or decrease font size. - Users can switch between dark mode and light mode. 		3	Limited Customization to UI (Font, Background Theme)	Accessibility

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	<ul style="list-style-type: none">- The graphics are visually consistent with the game's style and theme.	13		Visuals and Sound	Accessibility
US_23	As a player, I want to be able to generate the image of the context, so that I can see what my protagonist is looking at.	<ul style="list-style-type: none">- View NPC characters in the storyline preset text- Display variations in NPC's to interact within the story	2			