

Sprint 2							
No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points		
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.	Ajla   Dhruv   Dylan		5	5		40
	Create character model with race, class, background, stats		April 6				
	Build character creation form on frontend		April 6				
	Implement POST /characters API to store character		April 6				
	Link character to game session and persist to DB		April 6				
	Add client-side validation for stat range and required fields		April 6				
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US_09	As a player, I want detailed environmental descriptions and character emotions in my story, so I am more attuned to the story.	Ajla		2	2		
	Prompt inject rule to make stories more descriptive		April 6				
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		8	0		
	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		April 1				
No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points		
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.	Farham		8	8		
	Align NPC requirements with NPC preset Story		March 20				
	Fetch npc players from the story preset		March 21				
	Modify generateNarration to accept npcList		March 21				
	Prompt engineer NPC inclusion in prompt		March 22				
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US_12	As a player, I want my character's actions to be determined by a dice roll so there is unpredictability in outcomes	Dylan		5	5		
	Enhance AI prompt to request dice rolls conditionally		March 20				
	Parse AI response to detect dice roll prompt		March 20				
	Update GameSession model to hold pending roll state		March 21				
	Enforce roll-only input if pending roll is true		March 22				
	Create /api/roll-dice endpoint		March 22				
	Send roll result back to narrator		March 22				
	Save roll result to logs		March 22				
	Frontend: Detect requiresRoll in API response		March 22				
	Frontend: Implement dice roller UI		March 22				
	Unlock input after roll is handled		March 22				
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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 NPCs to interact with throughout the story.	Sharon		5	5		
	Design a template/schema for NPC creation		March 20				
	Implement backend API to add and retrieve NPCs		March 20				
	Create frontend UI for admin to add/edit NPCs		March 20				
	Validate NPC attributes and associate with a preset story		March 20				
	Test NPCs rendering correctly in gameplay and interaction logic		March 20				
No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points		
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	Dhruv		2			
	Import text to speech library						
	Use text to speech on context generated						
	Frontend button to initiate text to speech for context						
No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points		
US_15	As a player, I want to receive clear feedback so I know when my dice roll has passed or failed.	Dylan		5	5		
	Add pass/fail logic to dice roll response parser		March 20				
	Update UI to highlight dice roll success/failure with color and icon		March 20				
	Add narration tag to indicate result of dice roll		March 21				
	Implement frontend toast/message system to show roll outcome		March 21				
	Unit test result handler for roll outcomes		March 21				