

*Introducing*

# QUEST

*A journey into the unknown, the choice is up to you*


By Team CodeSaurus



Explore the  
world of  
Dragons




Or wander  
deep into the  
Dark Forest



Encounter  
the Lords  
of Evil



Or  
delve  
into a  
magical  
world



Roll the  
dice,  
Follow  
the story,  
See  
where  
your  
choices  
lead you.

# Agenda

1. Team Member Roles and Responsibilities
2. Problem Statement
3. Project Description
4. User Personas
5. MVP
6. Technologies and Algorithms
7. Project Schedule - *Cadence*
8. Team Working Agreement
9. Sprint 0 Retrospective



# Getting to know the Team...



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Backend  
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# Getting to know the Team...



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# What problem are we solving?

- Limited flexibility in RPGs (Role Playing Games)
- Lack of imagination/creative inspiration
- Realization of a story that lives in your mind
- Effective way to work through creative blocks

Quest tackles the challenges by using a gamified version of novel with simulations

Quest has the potential to make learning fun and engaging while boosting creativity and imagination.

# Project Description

## *What is Quest?*

- Quest aims to be an interactive web-based platform to experience a novel
- Allows users to dive into a thrilling world of imagination
- Intended to blend compelling storytelling with player agency
- Allows readers to shape the narrative by making choices that directly impact the story's progression
- These choices can:
  - Influence character relationships
  - Change story outcomes
  - Provoke ethical dilemmas
  - Unlock secret plots



# The Reader Persona

**Name:** Betty Thompson

**Age:** 41

**Gender:** Female

**Occupation:** Data Analyst

Betty is a mom, who enjoys reading romance novels in her free time. She often finds herself wondering what it would feel like to be in one, living the story. She is part of a book club where she and her friends analyze plots, characters, and alternate possibilities in stories.

## **Challenges:**

- Finds most romance novels predictable, with similar plot structures and outcomes.
- Gets frustrated when the characters from the book make the same obvious decisions over and over.
- When discussing alternate “what-if” scenarios with her book club, it often leads to unresolved debates.

## **Goals:**

- She enjoys the books but wants a way to interact with the story, without coming up with it from scratch.
- Wants to explore the ways in which a story can unfold if different choices were made even when plots remain the same.
- Seeks a fun way to test out all the theories in a way that can be shared with her book club friends.





# The Novelist Persona

**Name:** John Olwen

**Age:** 36

**Gender:** Male

**Occupation:** Novel Writer

He is an old school writer who prefers a typewriter to a computer. John navigates the city using public transport, always looking to be inspired by people and his surroundings. Like any writer, John also struggles with creative aspects of his profession.

## Challenges:

- He struggles with creative blocks while panning out one/more characters and their influence on the storyline.
- Struggles to discuss ideas with friends and colleagues due to worries about revealing too much, finds online resources overwhelming.
- Finds it hard to completely immerse himself into characters without letting his biases get in the way.

## Goals:

- Seeks a discreet, interactive way to refine and navigate his story.
- Wants a way to explore characters with complex moralities without any personal bias or external judgement.
- Would consider using an online platform that has instructions and tutorials which are easy to follow and can guide him when he's creatively stuck.



# The Gamer Persona

**Name:** Jason Bourne

**Age:** 28

**Gender:** Male

**Occupation:** Associate Lawyer

He is a busy working professional, who looks forward to weekly game nights with his group of friends. Enjoys online multiplayer games that are engaging, interactive and low effort.

## **Challenges:**

- Struggles with finding new games that are different, can be played more than once/twice before becoming boring and predictable.
- Finds it hard to schedule a day that works for everyone in the group for game night.
- When playing games that require storytelling and defining player roles, he and his group struggle to come up with something creative, especially after a long and busy work week.

## **Goals:**

- Looking for a game that can be replayed fresh without getting predictable, can be one or multiplayer.
- Seeks a way to start game night without spending too much time in picking a game and setups.
- Wants to play in a dynamic environment that can easily adapt and improvise to player moves when the narrative gets overwhelming, with minimal effort required from players.



# MVP

*An AI-driven interactive novel with visual elements.*

- Dynamic Narratives - Users can shape the story.
- Choice System - Type actions to interact with context.
- Visual Elements - Enemy and NPC Portraits
- Simple UI - Accessible to everyone
- Pause/Resume - Continue Progress Anytime (TBD)



# Technologies



Front - End



Back - End



Databases



Tools





# Components

- Player status manager: Keep track of player progress
- Game status manager: Maintains game context data and behavior
- AI LLM model manager: Generates dynamic narrative and dialogue
- Prompt generator: Create efficient prompts with most relevant amount of metadata

# Project schedule



## Sprint 0

- Decide project topic
- Finalize tech stack
- Set up Jira for tasks
- Create and update wiki page
- Conduct retrospective

## Sprint 1

- Plan project components
- Plans user stories and tasks
- Update wiki pages
- Conduct retrospective

## Sprint 2

- Development and integration of features
- Update tech paper
- Deploy a basic version of the app
- Conduct retrospective

## Sprint 3

- Culminate all work into the app
- Integration
- Finalize and update tech paper
- Conduct retrospective

*We've established a semi-weekly **cadence** to review progress and plan next steps (unless otherwise required).*

# Team Working Agreement

## Communication Expectations

- Communication/Collaboration Channels: Slack, Zoom Meetings, Emails, GitHub, Google Workspace.
- All opinions and recommendations should be respected and taken into consideration during the decision making process.
- In the event where a team member may want to divert away from a planned activity due to any reason, the team should be informed with a short description of the change on the communication channel.
- In the event of an opinion based conflict both parties may list the respective research and solutions with regards to their respective opinions and the team may vote on majority to select the respective idea.
- Each member is expected to voice their concerns with regards to any decision/change being made during the discussion process.
- Each team members should update everyone on the communication channel when they push their code on Github to alert everyone and avoid merge conflicts as much as possible.
- Any changes to the master branch must be informed to the team.

## Meeting Schedule and Pattern:

- Meetings will be scheduled twice a week (thrice in event of a recording to be produced) i.e. Sunday and Tuesday.
- Time of the meetings to be decided based on an availability.
- Meeting will have a fixed Agenda document to help team members prepare for the meeting items to be discussed.
- Team members are encouraged to proactively schedule meetings to work and collaborate on their assigned work if required.
- Sprint Plan will be devised in the first team meeting scheduled after a Sprint has been completed.
- Last meeting of the sprint will be for retrospective.
- Absence from a meeting must be informed in advance. The team member is expected to read the meeting summary posted in the channel, in order to work on assigned task.
- Every team member is expected to actively participate in contributing each team meeting in their capacity.

# Team Working Agreement

## Team Dynamics And Principles:

- Every team member should be treated with kindness, respect and patience even when it feels impossible.
- Every team member clearly understands their responsibilities and tasks..
- Workload will be distributed as evenly as possible. Single tasks with heavy workload may be broken down into smaller smaller manageable tasks.
- Every task should have a deadline and a review on completion.
- Every team member is encouraged to try and resolve blockers encountered and document their list of tried solutions before approaching the team.
- Jira trackers should be updated regularly.
- Work done should be linked to Jira tracker either in the form of a github commit id whenever possible.
- Work should be updated/shared through GitHub.

## Checklist for marking a Task as Completed:

- Code should run without any form of syntactical or runtime errors.
- Code should meet all acceptance criteria.
- Work should be reviewed and tested by the assigned team member.
- Code should be pushed to respective branch and appropriate pull request should be raised for review.
- All relevant documentation should be tagged/updated alongside.
- Work should be reviewed by multiple team members before Production is updated.



# Sprint 0 retrospective

## What went well?

- Active participation brought diverse ideas and perspectives
- Clear agendas ensured focused and time-efficient meetings
- Polls facilitated decision-making when consensus was unclear

## What could be improved?

- Adhering to meeting durations better
- Provide direct, personalized feedback to drive growth
- Ensure clear, jargon-free communication for universal understanding

## Our commitments

- Enforce a **code freeze** before major deadlines for stability
- Identify and **mitigate potential risks early** to avoid delays
- Prioritize our sleep schedules, even if the deadlines disagree

## Wiki page link

<https://github.com/htmw/2025S-Codesaurus/wiki>

Thank you