No.	User Stories	Acceptance Criteria	Feature	Component	Story Points
US_10	As a user i want to experience an interactive novel where my choices dynamically shape the story	- 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.	Dynamic Story Pivot - Single player	AI Story	55
US_12	As a user, I expect the AI to introduce unexpected but logical story developments.	- 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.	Maintain story consistency	AI story	55
US_14	As a user, I want the AI to enhance storytelling by generating detailed environmental descriptions and character emotions.	- 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.	Using descriptive models with a larger parameter count.	AI story	55
US_19	As a user, I want to read the created story	As a user, I want to read the created story	Display Story History	Scrollable View	Accessibility	55
US_01	As a user, I want to an option to select a story with a theme, so that i dont have to come up with a new one	- 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"	Preset story options (3-4)	Theme Description	Story Setup	34
US_03	As a user, I want to describe the character I will be playing in the story to the app	- 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.	Main (User) Character Builder Prompt	Example prewritten Character prompt	Story Setup	34

	User Story	Acceptance Criteria	Notes/Feature	Category	Points
US_08	As a user, I want to interact with other none playable characters as an active part of the story	- NPCs appear throughout the story - Can dynamically interact with NPCs	Preset NPCs | Dynamic NPC inclusion	Game Mechanics	21
US_11	As a user, I want to experience the novel with interesting yet feasible NPC's that fit the storyline	- Introduce NPC characters into the storyline preset text	-Write a story wrtiing prompt with description of variations in NPC's to interact with in the story (Add on to Preset Feature)	AI Story	21
US_13	As a user, I want the AI to recall past conversations for consistency in NPC behavior and world-building.	- The AI recalls past dialogues and player choices to ensure NPC consistency. - NPCs react differently based on previous interactions with the player. - Players can reference past conversations, and NPCs respond accordingly.	AI Memory for NPCs using cloud storage or local storage	AI story	21
US_09	As a user, I want my character's actions to be determined by a dice roll	-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.	Dice Roll	Game Mechanics	13
US_04	As a user, I want to share this game with my friends so we can explore adventures together locally	- 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.	Multiplayer Game Option	Story Setup	8
US_05	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.	Dynamic Story Pivot - Multiplayer	Game Mechanics	8

US_06	As a user, I want to determine which player goes next	-The system cycles through each user for their prompts	Player Turns	Game Mechanics	8
US_07	As a user, I would like to clearly know when my game ends	- 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	End Game Prompt	Game Mechanics	5
US_15	As a user, 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.	Text-to-Speech	Accessibility	5
US_16	As a user, 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.	Speech-to-Text Options	Accessibility	5
US_18	As a user, I want to receive clear feedback on when my desicion has made a postiive or negative impact on my story	-Color distinction of green or red to see impact of desicion	Impact Feedback	Accessibility	5
US_02	As a user, 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"	Play an actual Novel Story	Story Setup	3
US_17	As a user, I want to customize the UI like font size and color adjustments, so that I can comfortably read the text.	- Users can increase or decrease font size. - Users can switch between dark mode and light mode.	Limited Customization to UI (Font, Background Theme)	Accessibility	3
US_20	As a user, I want the game to have graphics and animations which enhance the storyline.	- The graphics are visually consistent with the game's style and theme.	Visuals and Sound	Accessibility	2