

*Sprint 3 MVP*

# Q U E S T

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

By Team CodeSaurus



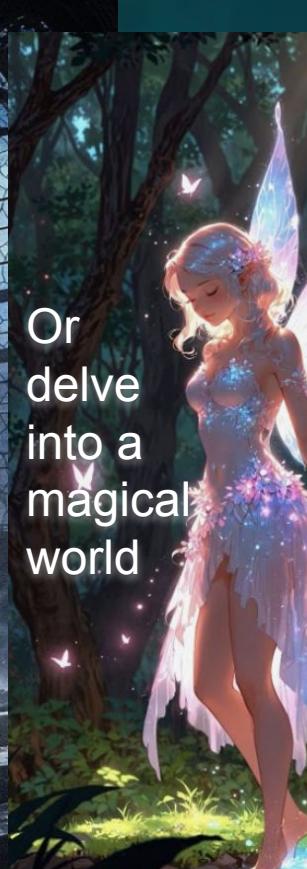
Explore the  
world of  
Dragons



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 | Improvements | Responsibilities
2. Problem Statement | Project Description | Team Working Agreement
3. User Personas | MVP | Project Design
4. Technologies | Algorithms | Diagrams
5. Sprint 1 Recap
6. Product Backlog
7. Sprint 2 Recap
  - User Stories
  - Test Cases
  - Stories Completed/Not Completed
  - Stories Not Completed
9. Metrics
  - Team Velocity
  - Committed/Completed Ratio
10. Sprint 3
11. Retrospective
12. Project Demo

# Getting to know the Team...



Ajla Hate

Backend  
Developer



Clive Lewis

Developer / Tester



Dhruv Joshi

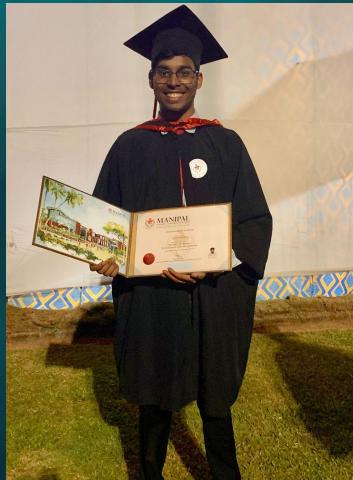
Scrum Master /  
Developer



Mrunmai Nagtode

Developer / Tester

# Getting to know the Team...



Dylan Pereira

Full Stack  
Developer



Farham Khademi

Team Lead /  
Developer



Sharon Dsouza

Full Stack  
Developer

# Improvements

No feedback



# What problem are we solving?

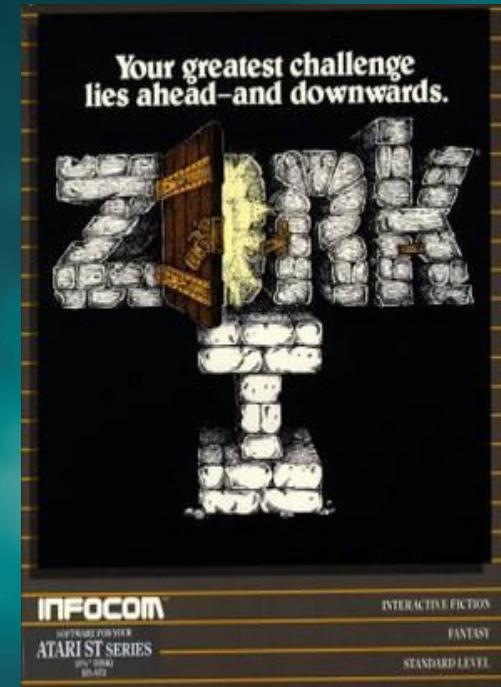
- Limited flexibility in RPGs (Role Playing Games)
- Lack of imagination/creative inspiration
- Realization of a story that lives in your mind
- Effective way to work through creative blocks

Quest tackles these challenges using an AI-driven narrator

# Our Solution

- **Unlimited Choices**
- **Dynamic Story Generation**
- **Context Awareness**
- Enhanced **Immersion**
- **Multiplayer**
- **Accessibility Features**

# Existing Solutions



# Project Description : Quest GitHub

## 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

Project Name	Quest : A journey into the unknown, the choice is <u>upto</u> you
Team	Codesaurus
Project Description	<p>Quest aims to be an interactive web-based platform to experience a novel. It allows users to dive into a thrilling world of imagination. Intended to blend compelling storytelling with player agency. Quest allows readers to shape the narrative by making choices that directly impact the story's progression. These choices can:</p> <ul style="list-style-type: none"><li>• Influence character relationships</li><li>• Change story outcomes,</li><li>• Provoke Ethical dilemmas</li><li>• Unlock secret plots.</li></ul> <p>Unlike our competitors, Quest is more immersive, and organic in its narration. Quest uses visual elements and a dice roll mechanism to guide the story. Quest also has a multiplayer option, whereas, our competitors can only be played by one player at a time.</p>
Benefits	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 these challenges using an AI-driven narrator
GitHub Link	<a href="https://github.com/htmw/2025S-Codesaurus">https://github.com/htmw/2025S-Codesaurus</a>

# 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.

# 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 plotting 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



# Technologies



Front - End



Back - End



Databases



Tools



# Frontend

- **JavaScript is universally supported**, making it ideal for building cross-browser web applications.
- **React component-based structure** promotes code reuse and clean UI architecture.
- **Virtual DOM in React** ensures fast rendering and improved performance.
- **Large community and ecosystem** enable rapid development with abundant resources and libraries.

# Backend

- **Node.js offers non-blocking I/O**, making it ideal for handling real-time, high-concurrency workloads.
- **Express.js provides a lightweight, flexible framework** for building scalable APIs quickly.
- **Seamless integration with OpenAI APIs** enables powerful AI-driven features with minimal overhead.
- **JavaScript across frontend and backend** simplifies development and improves team productivity.

# Database

- **MongoDB's flexible document model** allows rapid development and easy handling of dynamic data.
- **JSON-like structure** aligns naturally with JavaScript/Node.js, simplifying data handling.
- **Scales horizontally with ease**, making it suitable for growing, high-traffic applications.
- **Rich querying and indexing features** support powerful, efficient data operations.

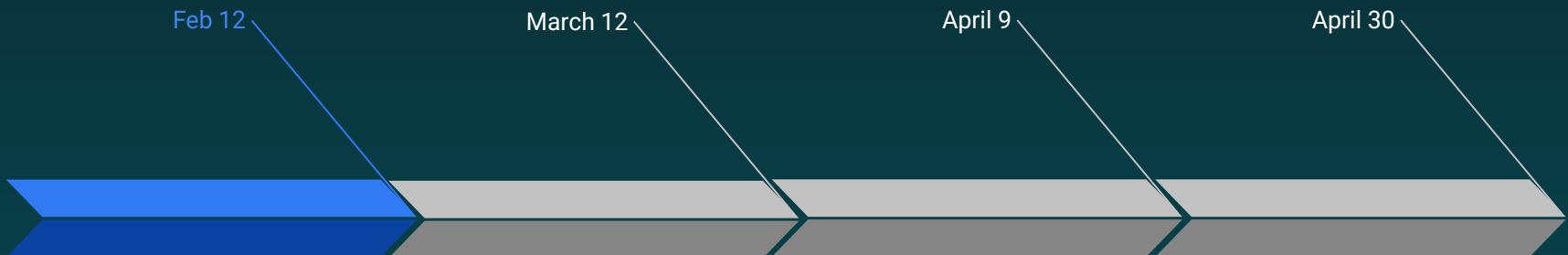
# Tools

- **Visual Studio Code offers a fast, extensible, and developer-friendly IDE** with powerful debugging and Git integration.
- **GitHub ensures seamless version control and collaboration** through pull requests, code reviews, and CI/CD support.
- **Jira enables efficient project management** with clear tracking of tasks, sprints, and team progress.
- **Together, these tools streamline the development workflow**, from coding to deployment and issue tracking.

# 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

- Problem Statement, Description
- Tech stack
- MVP
- Team Agreement
- Project Schedule
- Set up tools for tasks
- Sprint Presentation Recordings
- Sprint Retrospective Recordings

## Sprint 1

- User Stories, Acceptance Criteria
- Establish the base components
  - OpenAI API integration
  - Theme Selection Feature
  - Preset Story Feature
  - Character Descriptions
  - Story Transcripts Feature
  - Narrator - User interaction

## Sprint 2

- Enhance context retention
- Character Creation
- NPC Creations
  - Introduce NPC in stories
  - NPC and player Interactions
- Dice Roll Decision Feature
- End Game Implementation
- Technical Paper

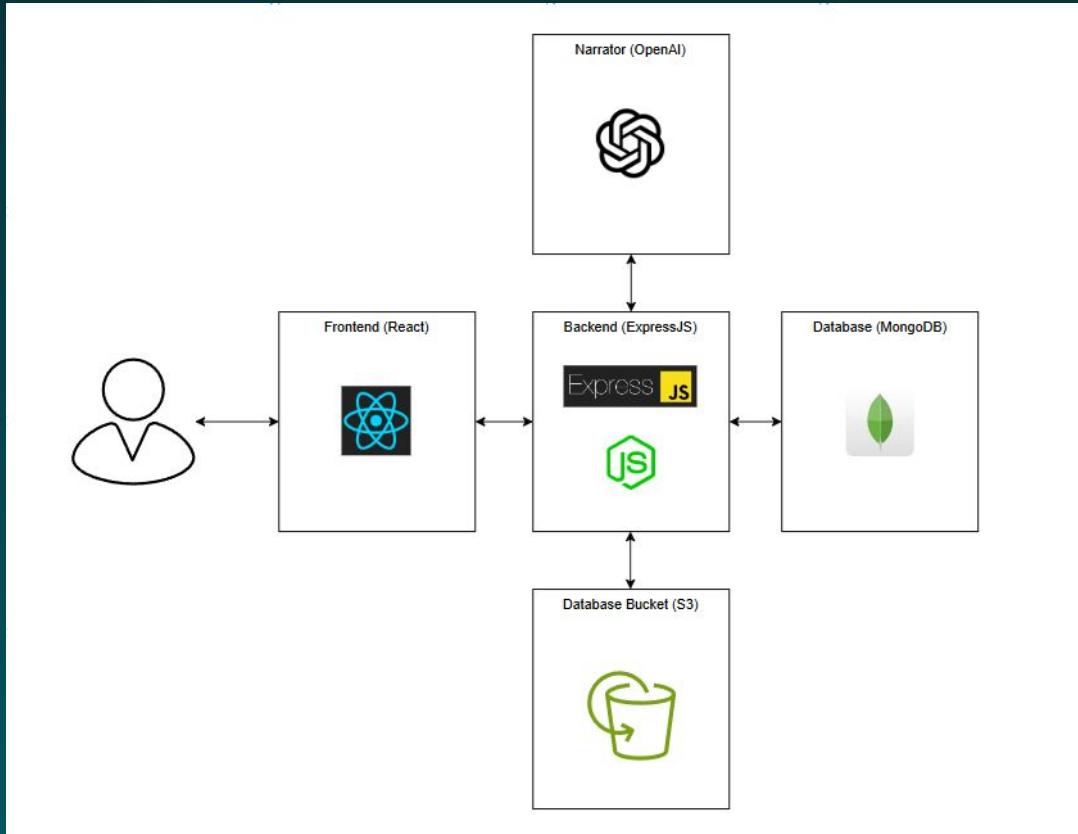
## Sprint 3

- Culminate all work into the app
- Integration
- Finalize and update tech paper
- Add functionalities like text-to-speech and voice-to-text.

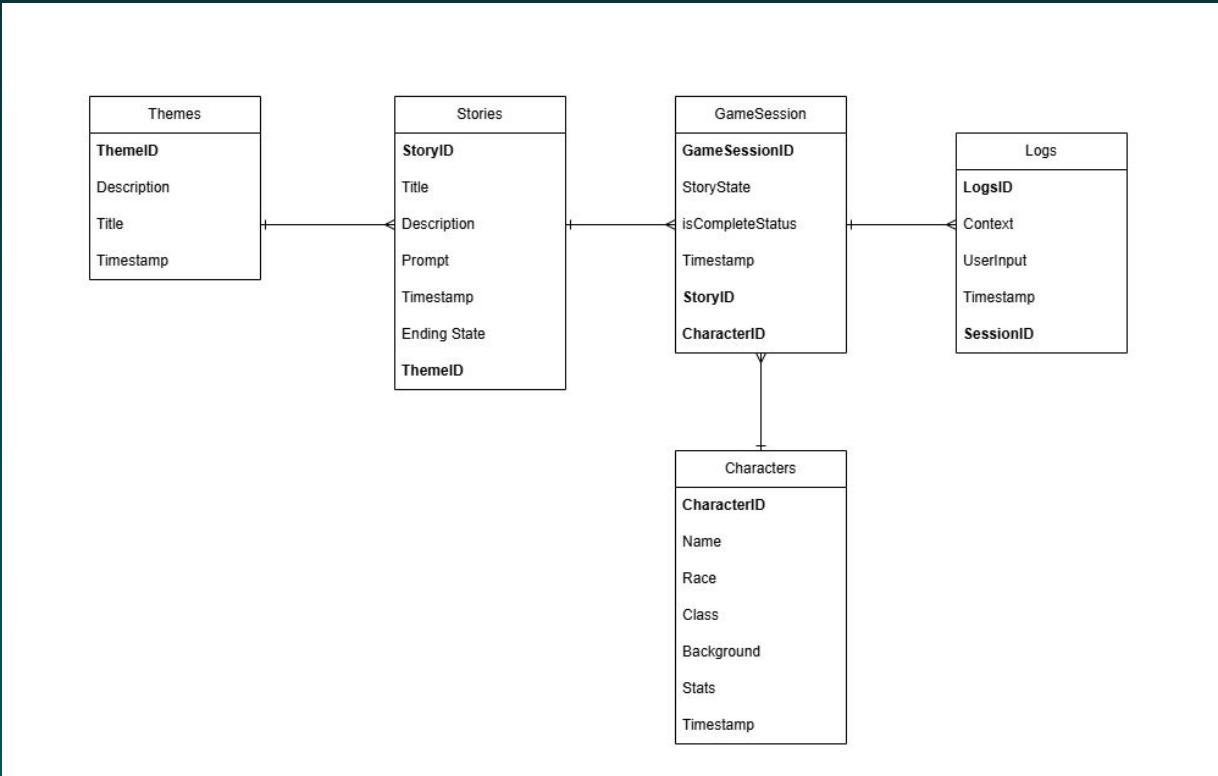
We've established a semi-weekly **cadence** to review progress and plan next steps (unless otherwise required).

# Diagrams

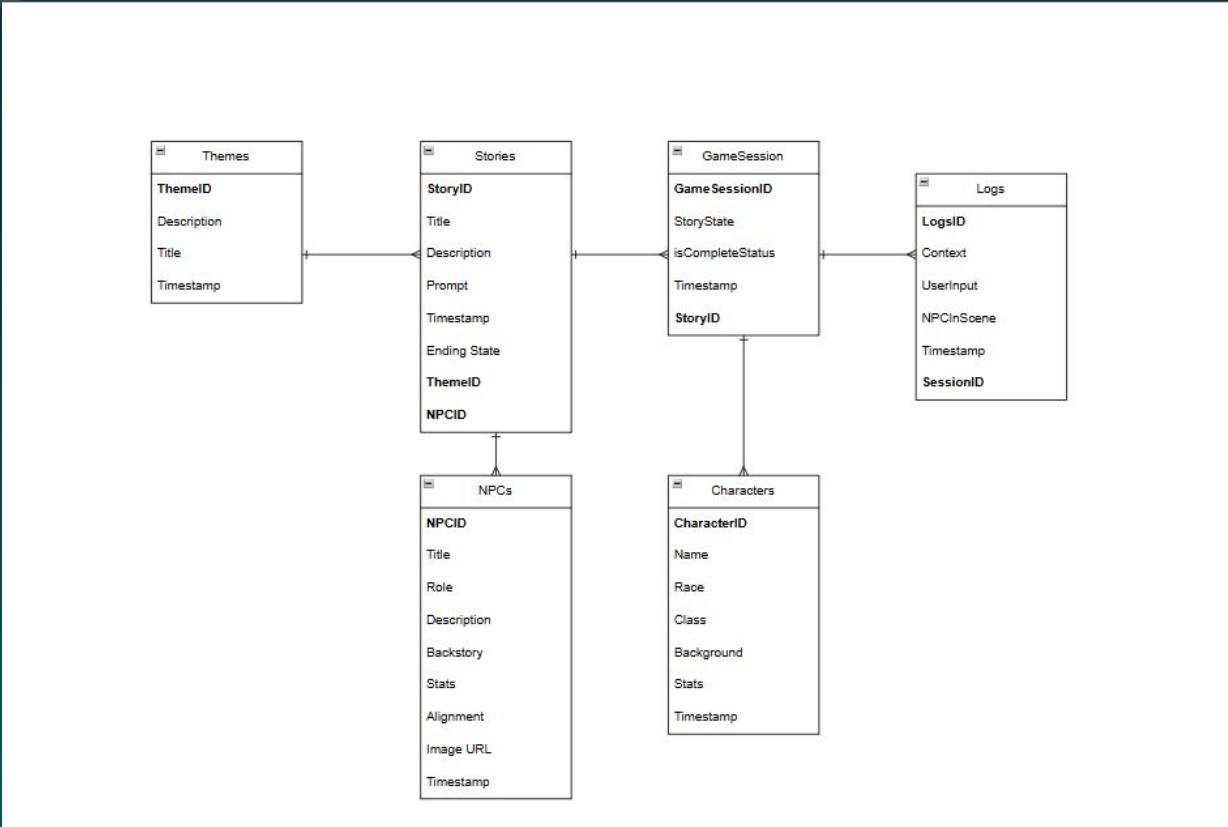
# Architecture Diagram



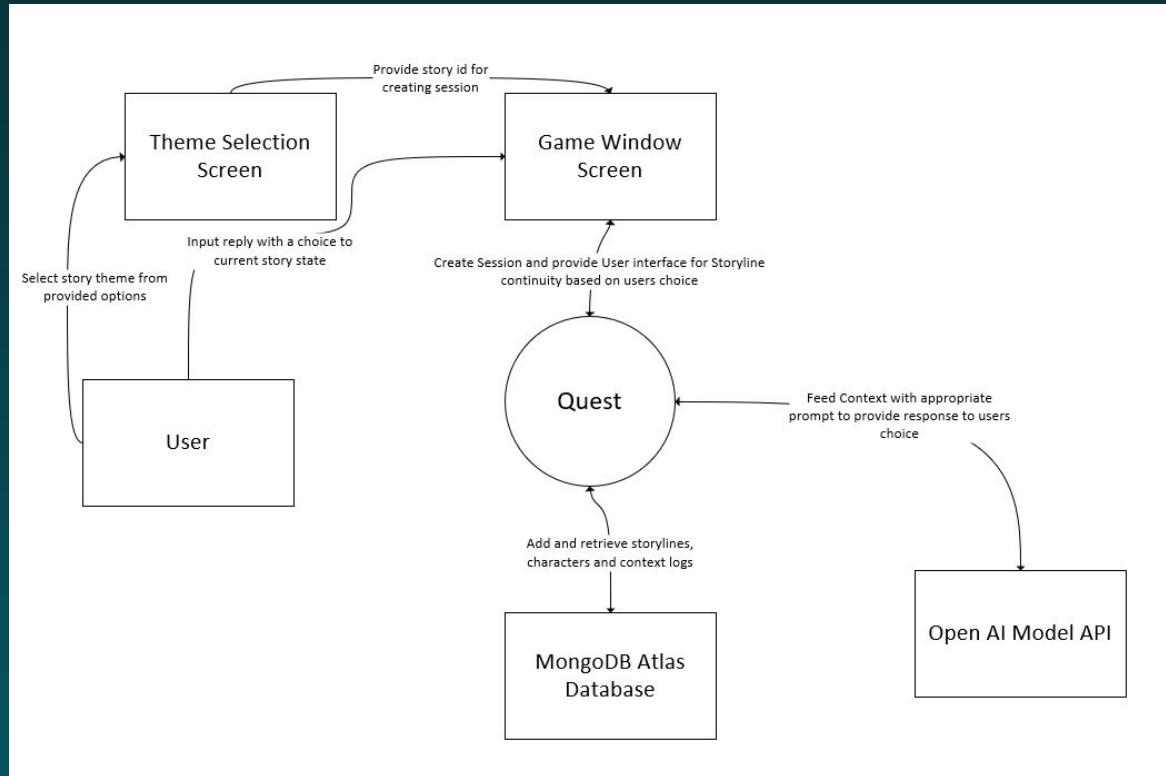
# ER - Diagram



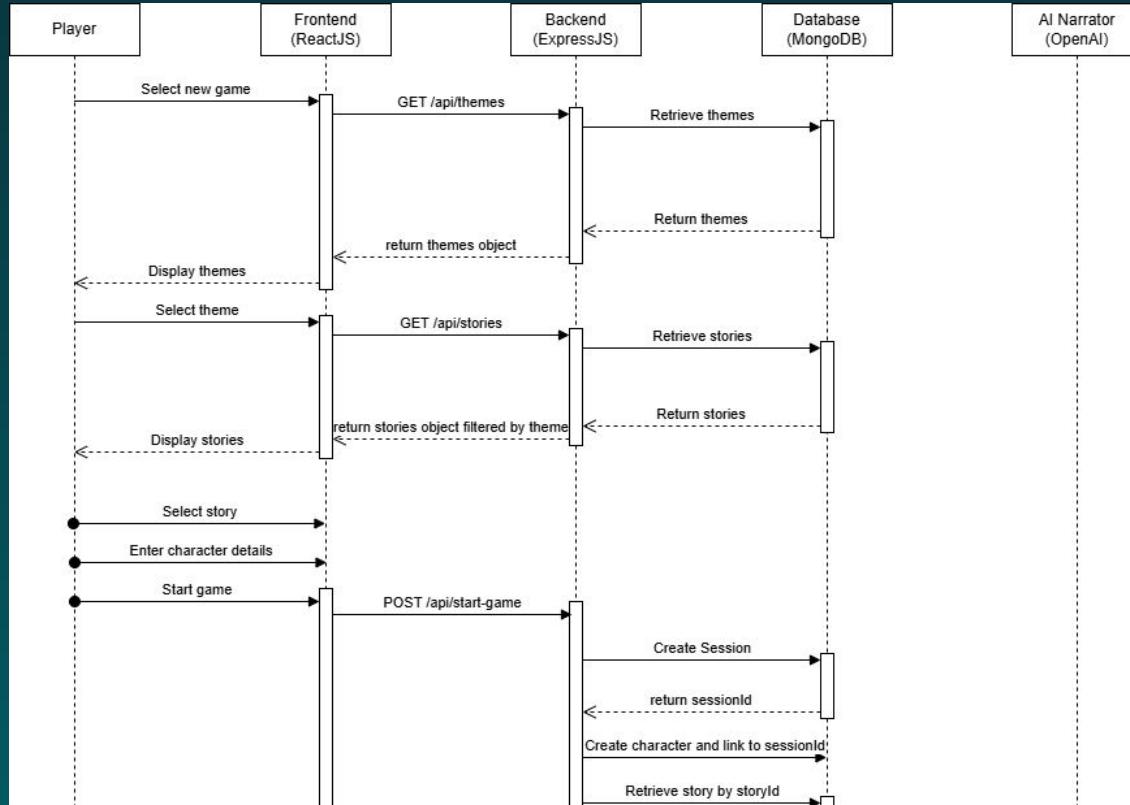
# ER - Diagram



# Context Diagram

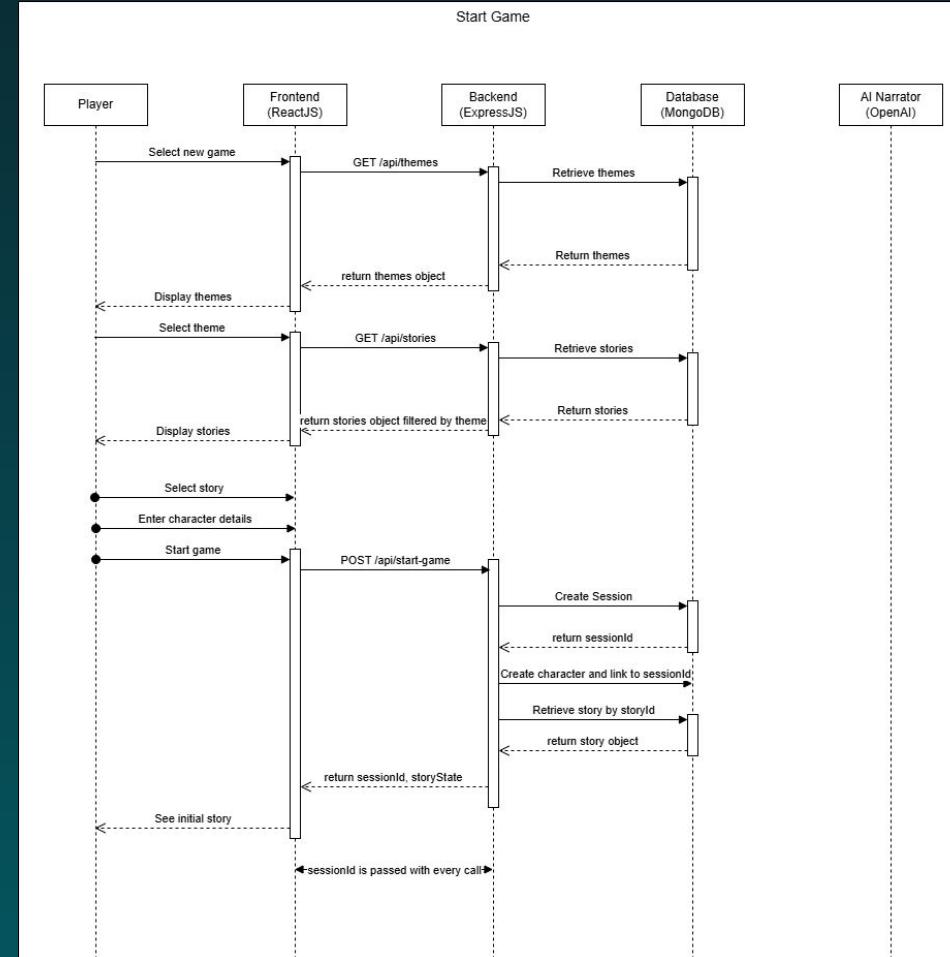


# Sequence Diagram



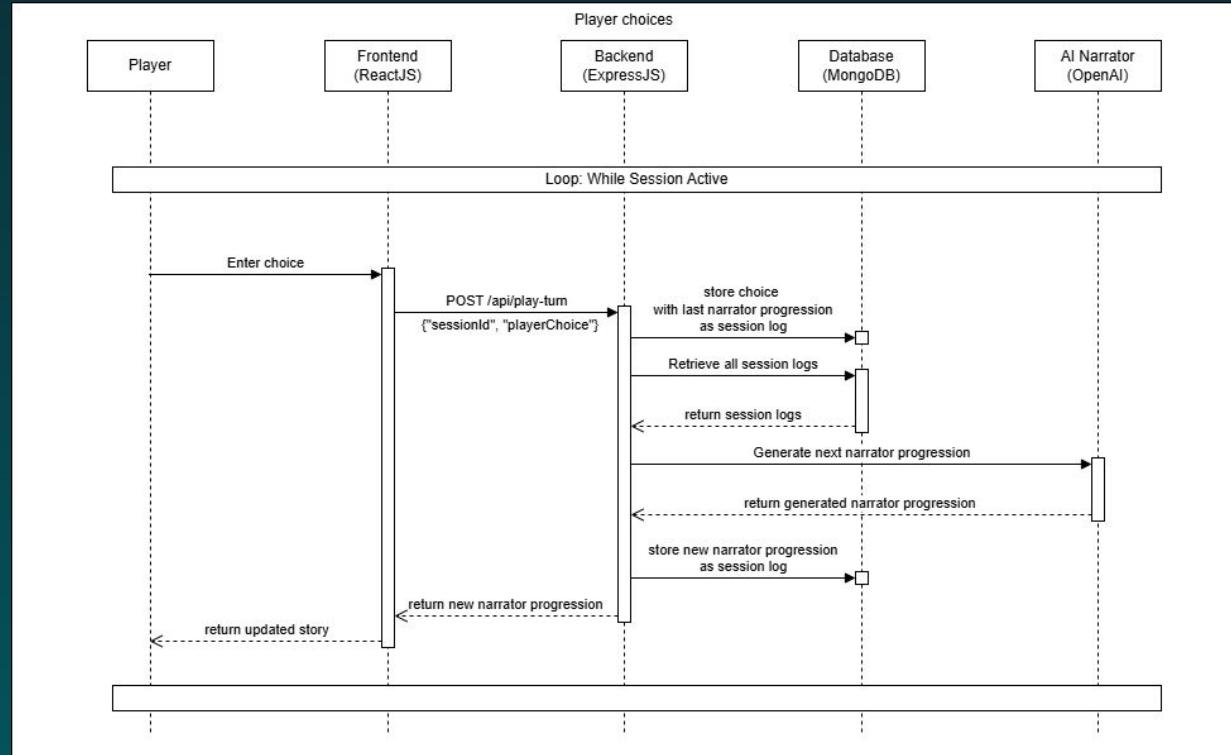
# Sequence Diagram

## Start Game



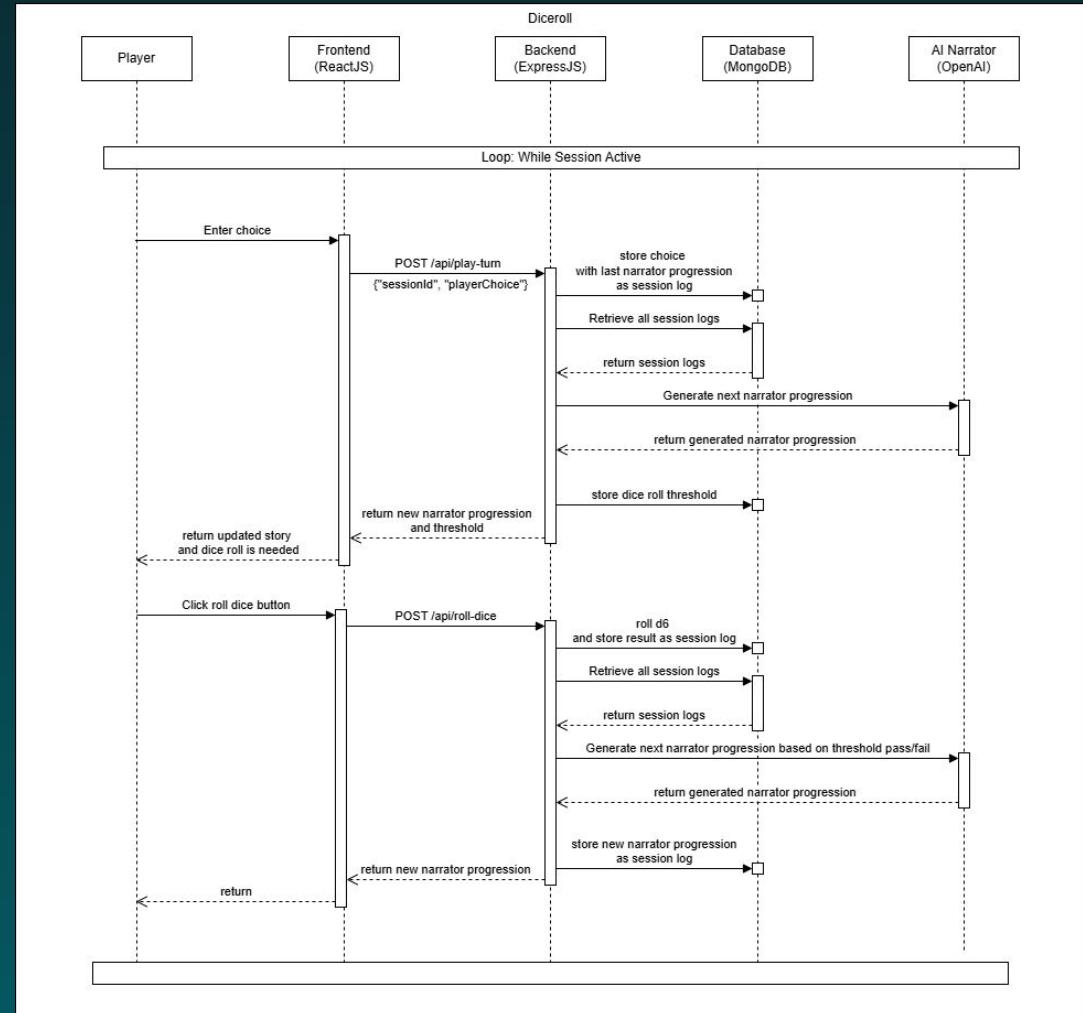
# Sequence Diagram

## Player Choices



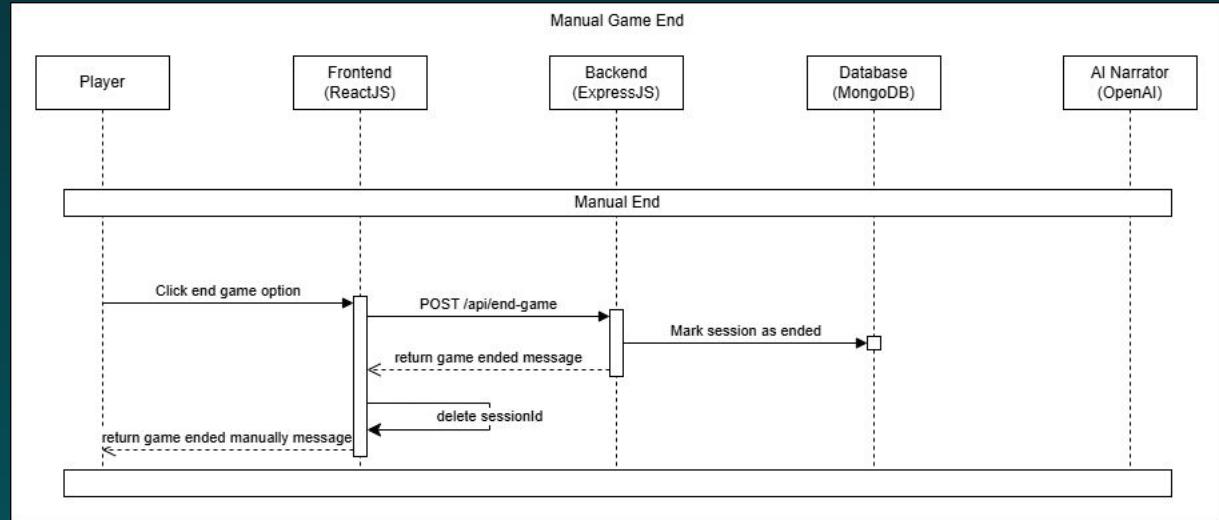
# Sequence Diagram

## Player Choices with Dice Roll



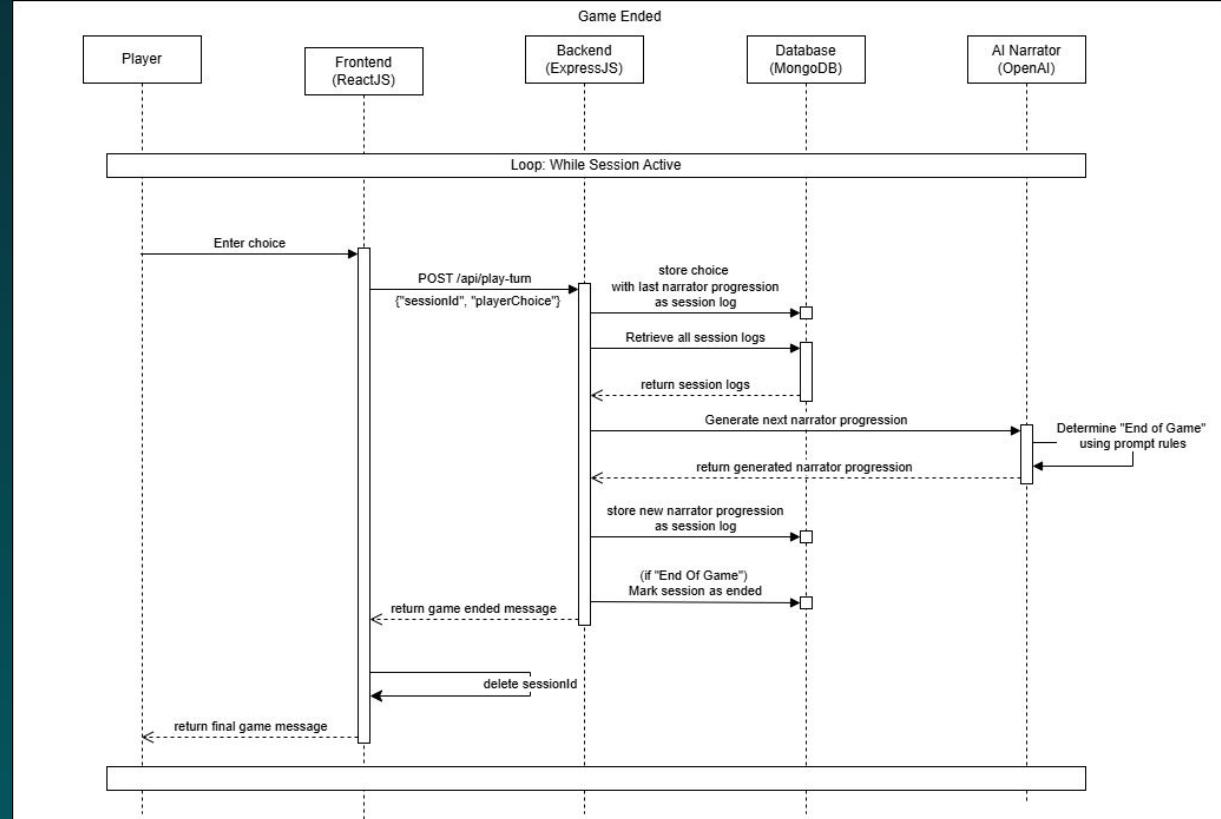
# Sequence Diagram

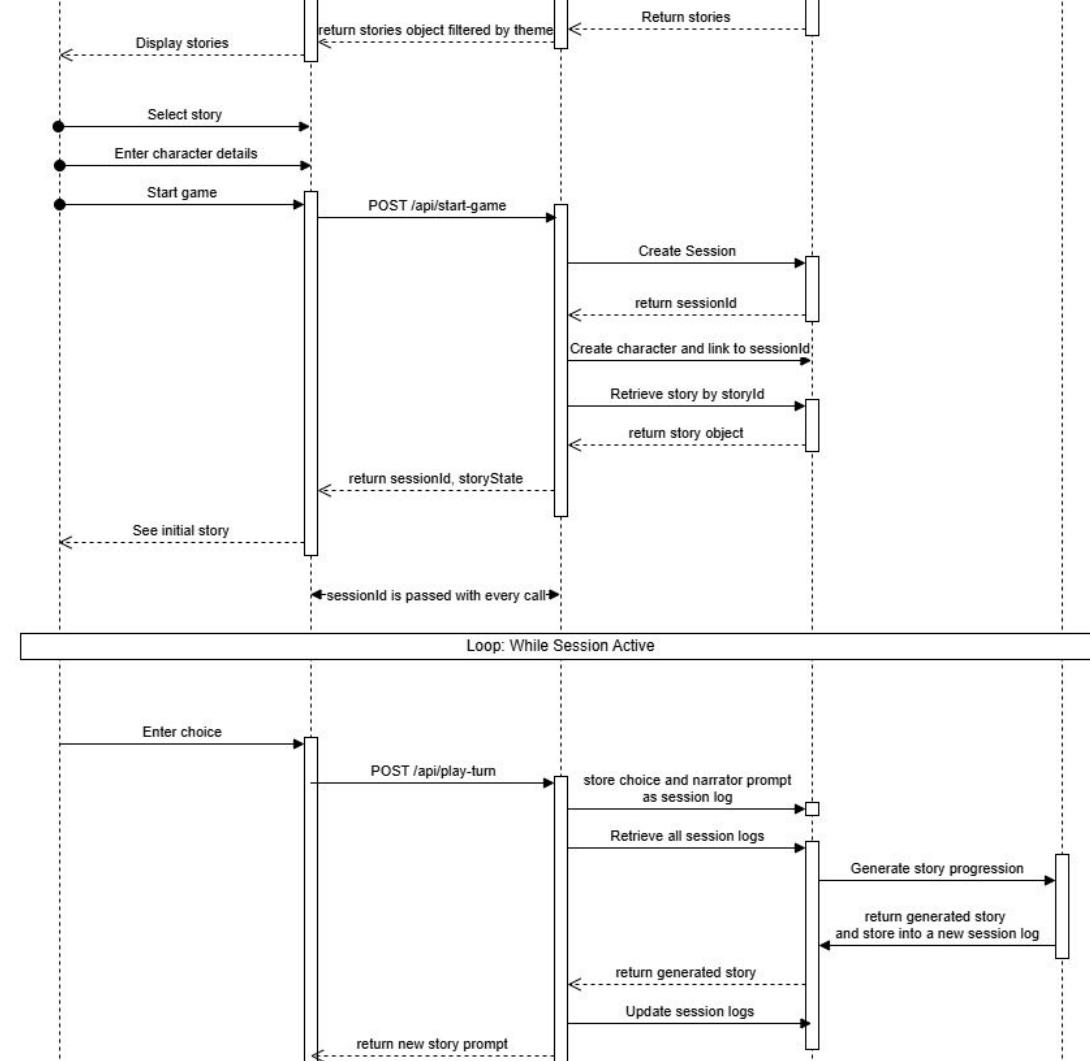
## Manual Game End

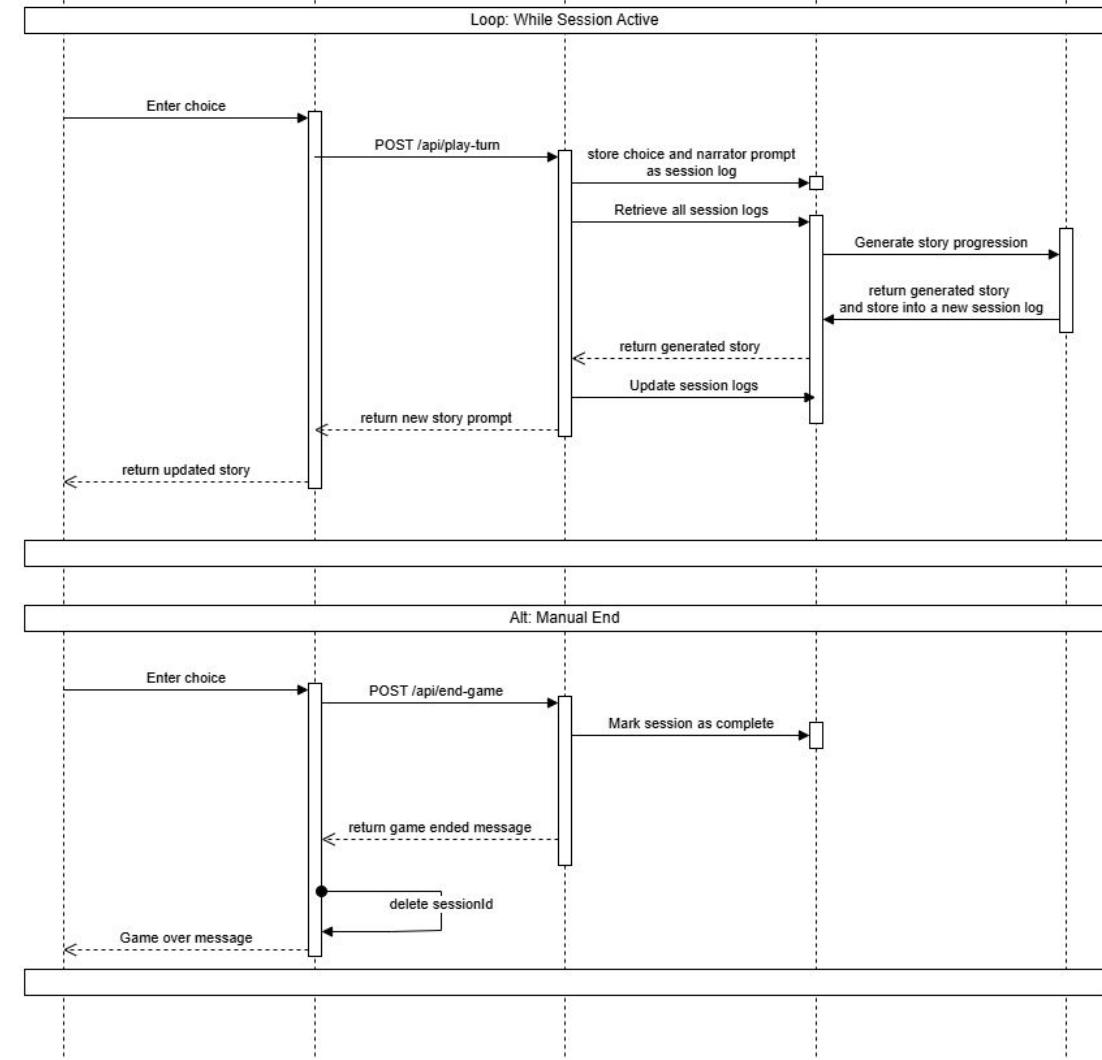


# Sequence Diagram

## Game End







# SPRINT 1 Recap

# User Stories

No.	User Stories	Acceptance Criteria	Story Points	Assigned to	Completed/Not Completed
	<b>SPRINT 1</b>				
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"> <li>- The AI introduces unexpected but logical events based on player choices.</li> <li>- The generated twists <b>maintain continuity</b> within the story.</li> <li>- Twists vary across playthroughs for replayability.</li> </ul>	13	Farham   Dylan	Completed
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"> <li>- The system tracks player decisions and adapts the story and determines different endings accordingly.</li> <li>- Choices made early in the game influence later events.</li> <li>- The game provides unique responses based on different player actions.</li> </ul>	8	Dhruv   Dylan   Clive	Completed
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"> <li>- The user can select from multiple preset themes (3)</li> <li>- The user can browse and select options in the app.</li> <li>- The app moves to the next step after clicking "Continue"</li> </ul>	5	Sharon   Ajla	Completed
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"> <li>- The user can select from multiple preset stories (4)</li> <li>- The user can browse and select from 3-4 options in the app.</li> <li>- The app moves to the next step after clicking "Continue"</li> </ul>	5	Sharon   Ajla	Completed
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"> <li>- The user can create one theme at a time with title, description, and cover image</li> <li>- The user can view and edit created themes</li> </ul>	1	Dylan   Sharon	Completed
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"> <li>- The user can create one story at a time with title, description, duration, narrator tone and theme</li> <li>- The user can view and edit created stories</li> </ul>	2	Clive   Sharon   Dylan	Completed
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	Completed
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"> <li>- User can enter a name for their character.</li> <li>- User can choose/enter attributes (e.g., personality traits, skills, background).</li> <li>- Character details are saved</li> <li>- Character details cannot be modified after starting the story.</li> </ul>	5	Ajla   Dhruv	Not Completed
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"> <li>- AI dynamically generates detailed environmental settings.</li> <li>- Scene descriptions adapt to past user actions, mood, and themes.</li> <li>- Character emotions and NPC expressions are included in the narration.</li> </ul>	2	Mrun   Clive	Not Completed

# Test Cases

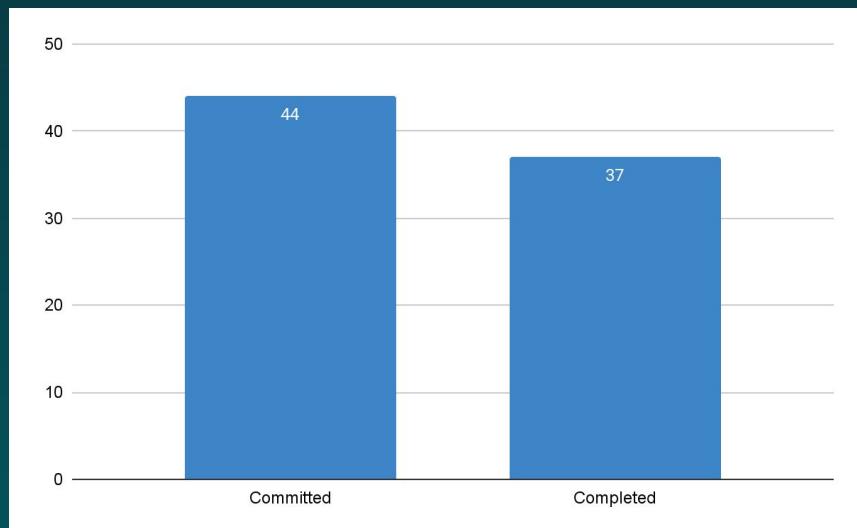
No	User Story	Total Test Cases	Tests Passed	Tests Failed
US_01	As a player, I expect logical story developments so that the story is consistent to the previous interactions.	3	3	0
US_02	As a player i want to experience an interactive story with dynamic choices so that I can shape the story.	3	3	0
US_03	As a player, I want to select a theme, so that i have a general setting for the story i want to play.	3	3	0
US_04	As a player, I want to select a story within a theme, so that i don't have to come up with a new one	3	3	0
US_05	As an admin user, I want to create a theme, so that users can browse stories within a selected theme	2	2	0
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	2	2	0
US_07	As a player, I want to read the created story so I can refer to my past actions	5	4	1

# Sprint 1 Team Metrics

## Team Velocity

Total estimated points	44
Total points delivered	37
Total points carried over	7
Team Velocity	37

Committed/Completed Ratio  
= 84 %



# SPRINT 2 Recap

# User Stories

No.	User Stories	Acceptance Criteria	Story Points	Assigned to
	<b>SPRINT 2</b>			
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"> <li>- User can enter a name for their character.</li> <li>- User can choose/enter attributes (e.g., personality traits, skills, background).</li> <li>- Character details are saved</li> <li>- Character details cannot be modified after starting the story.</li> </ul>	5	Ajla   Dhruv
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"> <li>- AI dynamically generates detailed environmental settings.</li> <li>- Scene descriptions adapt to past user actions, mood, and themes.</li> <li>- Character emotions and NPC expressions are included in the narration.</li> </ul>	2	Ajla
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"> <li>- Show some form of clear display of the novel ending</li> <li>- Mention story needs to eventually end in the prompt to begin story</li> <li>- Have a clear splash screen depicting story has ended</li> <li>- Disable any input fields</li> </ul>	8	Clive   Sharon
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"> <li>- NPCs appear throughout the story</li> <li>- Can dynamically interact with NPCs</li> </ul>	8	Farham
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"> <li>-The system rolls a virtual die when an action requires a success/failure check.</li> <li>-The game clearly displays the roll result and its impact on the story.</li> <li>-The system assigns success probabilities dynamically for custom inputs.</li> <li>-The probability of success/failure is determined by who is rolling the dice.</li> </ul>	5	Dylan   Farham
US_13	As a 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.	<ul style="list-style-type: none"> <li>- Introduce NPC characters into the storyline preset text</li> <li>-Write a story writing prompt with description of variations in NPC's to interact with in the story (Add on to Preset Feature)</li> </ul>	5	Sharon   Dylan
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"> <li>- The user can toggle Voice button to listen to the story generated.</li> </ul>	2	Dhruv
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"> <li>-Color distinction of green or red to see impact of decision</li> </ul>	5	Dylan   Clive   Farham

# Test Cases

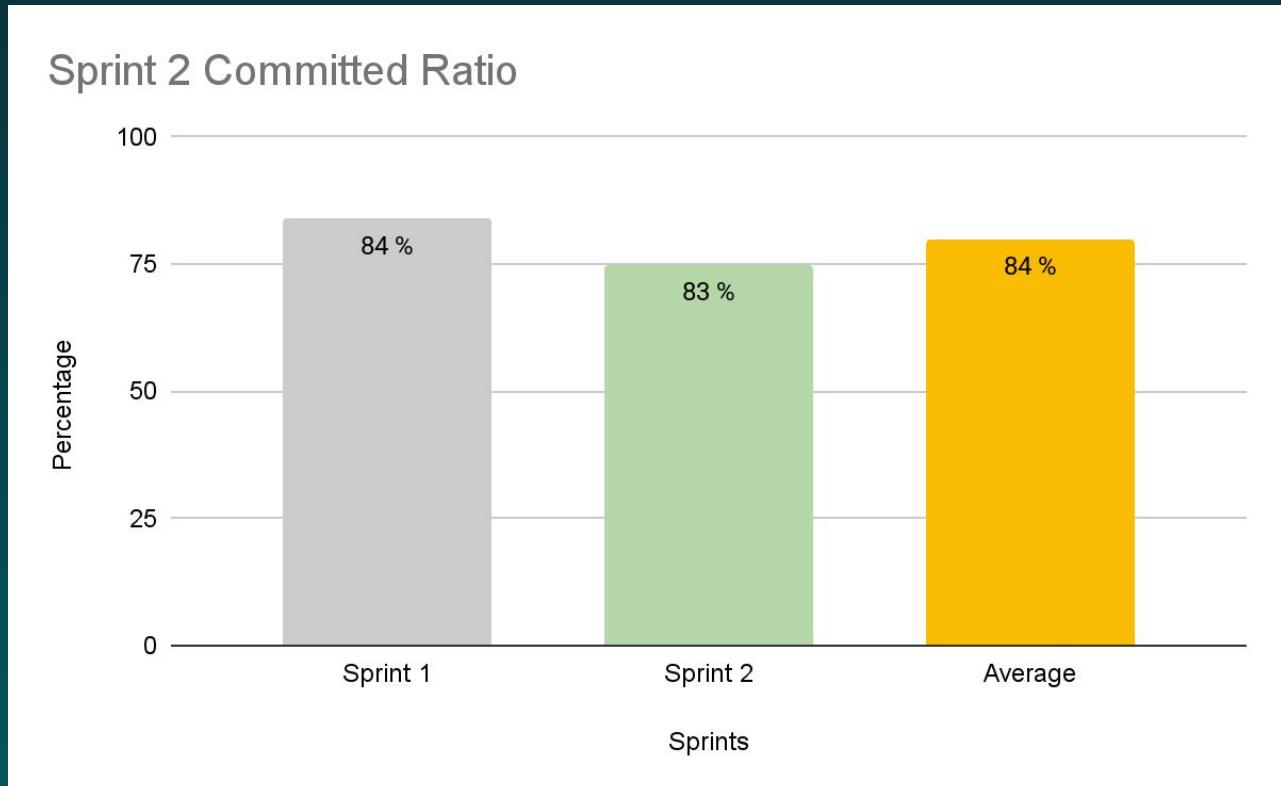
No	User Story	Total Test Cases	Tests Passed	Tests Failed
US_08	As a player, I want to personalize the character I will be playing in the story so that I can have more control over my protagonist.	4	4	0
US_09	As a player, I want detailed environmental descriptions and character emotions in my story, so I am more attuned to the story.	2	2	0
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.	3	2	1
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.	2	2	0
US_12	As a player, I want my character's actions to be determined by a dice roll so there is unpredictability in outcomes	5	5	0
US_13	As a an admin user, I want to add interesting yet feasible NPCs that fit the storyline into the preset so that the player can have additional NPCs to interact with throughout the story.	2	2	0
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	3	0	3
US_15	As a player, I want to receive clear feedback so I know when my dice roll has passed or failed.	4	4	0

# Sprint 1 Team Metrics

Committed Story points for Sprint 2:  
**40**

Completed Story points: **30**

Committed/Completed Ratio: **83%**



# Product Backlog

No.	User Stories	Acceptance Criteria	Story Points	Assigned to
	<b>SPRINT 1</b>			
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"> <li>- The AI introduces unexpected but logical events based on player choices.</li> <li>- The generated twists <b>Maintain Continuity</b> within the story.</li> <li>- Twists vary across playthroughs for replayability.</li> </ul>	13	Farham   Dylan
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"> <li>- The system tracks player decisions and adapts the story and determines different endings accordingly.</li> <li>- Choices made early in the game influence later events.</li> <li>- The game provides unique responses based on different player actions.</li> </ul>	8	Dhruv   Dylan   Clive
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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"> <li>- The user can select from multiple preset stories (4)</li> <li>- The user can browse and select from 3-4 options in the app.</li> <li>- The app moves to the next step after clicking "Continue"</li> </ul>	5	Sharon   Ajla
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"> <li>- The user can create one theme at a time with title, description, and cover image</li> <li>- The user can view and edit created themes</li> </ul>	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"> <li>- The user can create one story at a time with title, description, duration, narrator tone and theme</li> <li>- The user can view and edit created stories</li> </ul>	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

No.	User Stories	Acceptance Criteria	Story Points	Assigned to
	<b>SPRINT 2</b>			
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"> <li>- User can enter a name for their character.</li> <li>- User can choose/enter attributes (e.g., personality traits, skills, background).</li> <li>- Character details are saved</li> <li>- Character details cannot be modified after starting the story.</li> </ul>	5	Ajla   Dhruv
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"> <li>- AI dynamically generates detailed environmental settings.</li> <li>- Scene descriptions adapt to past user actions, mood, and themes.</li> <li>- Character emotions and NPC expressions are included in the narration.</li> </ul>	2	Ajla
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"> <li>- Show some form of clear display of the novel ending</li> <li>- Mention story needs to eventually end in the prompt to begin story</li> <li>- Have a clear splash screen depicting story has ended</li> <li>- Disable any input fields</li> </ul>	8	Clive   Sharon
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"> <li>- NPCs appear throughout the story</li> <li>- Can dynamically interact with NPCs</li> </ul>	8	Farham
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"> <li>-The system rolls a virtual die when an action requires a success/failure check.</li> <li>-The game clearly displays the roll result and its impact on the story.</li> <li>-The system assigns success probabilities dynamically for custom inputs.</li> <li>-The probability of success/failure is determined by who is rolling the dice.</li> </ul>	5	Dylan   Farham
US_13	As a 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.	<ul style="list-style-type: none"> <li>- Introduce NPC characters into the storyline preset text</li> <li>-Write a story writing prompt with description of variations in NPC's to interact with in the story (Add on to Preset Feature)</li> </ul>	5	Sharon   Dylan
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"> <li>- The user can toggle Voice button to listen to the story generated.</li> </ul>	2	Dhruv
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"> <li>-Color distinction of green or red to see impact of decision</li> </ul>	5	Dylan   Clive   Farham

No.	User Stories	Acceptance Criteria	Story Points	Assigned to
	<b>SPRINT 3</b>			
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"> <li>- The user is prompted with player "Single Player" or "Multiplayer"</li> <li>- The system allows players to create and name their own characters.</li> <li>- Each player can customize character attributes, such as role, stats, or abilities.</li> <li>- The game supports multiple characters within a single session.</li> </ul>	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	<ul style="list-style-type: none"> <li>- The user is prompted with "Story" and "Novel" option.</li> <li>- The user can select the "Novel" Option.</li> <li>- The user is prompted to enter the Novel name and author.</li> <li>- The app presents user with options(if more than 1 is available).</li> <li>- The user selects the novel they want.</li> <li>- The app moves to the next step after clicking "Continue"</li> </ul>	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	<ul style="list-style-type: none"> <li>- 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.</li> </ul>	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	<ul style="list-style-type: none"> <li>- AI generates logical consequences to the choices made.</li> <li>- All players can make their own unique choices in the provided text field</li> <li>- The system processes custom inputs and responds dynamically based on context.</li> <li>- The app ensures that user-defined actions do not break story progression.</li> </ul>	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	<ul style="list-style-type: none"> <li>- The system cycles through each user for their prompts</li> </ul>	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	<ul style="list-style-type: none"> <li>- The graphics are visually consistent with the game's style and theme.</li> </ul>	8	Farham

# SPRINT 3

# Sprint 3 Backlog

No.	User Stories	Acceptance Criteria	Story Points	Assigned to
<b>SPRINT 3</b>				
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"> <li>- Show some form of clear display of the novel ending</li> <li>- Mention story needs to eventually end in the prompt to begin story</li> <li>- Have a clear splash screen depicting story has ended</li> <li>- Disable any input fields</li> </ul>	8	Clive
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"> <li>- The user can toggle Voice button to listen to the story generated.</li> </ul>	2	Dhruv / Ajla / Mrun
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"> <li>- The user is prompted with player "Single Player" or "Multiplayer"</li> <li>- The system allows players to create and name their own characters.</li> <li>- Each player can customize character attributes, such as role, stats, or abilities.</li> <li>- The game supports multiple characters within a single session.</li> </ul>	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	<ul style="list-style-type: none"> <li>- The user is prompted with "Story" and "Novel" option.</li> <li>- The user can select the "Novel" Option.</li> <li>- The user is prompted to enter the Novel name and author.</li> <li>- The app presents user with options(if more than 1 is available).</li> <li>- The user selects the novel they want.</li> <li>- The app moves to the next step after clicking "Continue"</li> </ul>	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	<ul style="list-style-type: none"> <li>- 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.</li> </ul>	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	<ul style="list-style-type: none"> <li>-AI generates logical consequences to the choices made.</li> <li>- All players can make their own unique choices in the provided text field</li> <li>-The system processes custom inputs and responds dynamically based on context.</li> <li>-The app ensures that user-defined actions do not break story progression.</li> </ul>	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	<ul style="list-style-type: none"> <li>-The system cycles through each user for their prompts</li> </ul>	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	<ul style="list-style-type: none"> <li>- The graphics are visually consistent with the game's style and theme.</li> </ul>	8	Farham

# Sprint 3 Backlog: Test Cases

- US\_10 As a player, I would like to know when I have reached the conclusion of the game so that I know I have reached the end of the session

User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_10 As a player, I would like to know when I have reached the conclusion of the game so that I know I have reached the end of the session	TC_10_01	Ending via requirement satisfaction	<ul style="list-style-type: none"> <li>- Select a story</li> <li>- Perform actions that satisfy ending requirement</li> <li>- Backend detects similarity with ending conditions</li> <li>- AI sets "End of Game": true in response</li> </ul>	<ul style="list-style-type: none"> <li>- Narration ends with a conclusive message and "End of Game": true is returned</li> <li>- Session is marked inactive on frontend</li> </ul>	<ul style="list-style-type: none"> <li>- "You continue your training, hoping one day to uncover more about the dragons. What do you?"</li> <li>- "End of Game": true</li> <li>- Session id deleted</li> </ul>	Pass	May 1st	Dhruv
	TC_10_01	Ending via max iteration fallback	<ul style="list-style-type: none"> <li>- Play a story without meeting requirements</li> <li>- Continue until max iterations reached</li> <li>- AI is forced to end the game</li> </ul>	<ul style="list-style-type: none"> <li>- Narration ends with a loss and "End of Game": true</li> <li>- Player sees feedback about session conclusion</li> </ul>	<ul style="list-style-type: none"> <li>- Banner displays Victory or loss</li> <li>- Game ends after 10 iterations</li> </ul>	Pass	March 31st	Dhruv
	TC_10_01	End game feedback visibility	<ul style="list-style-type: none"> <li>- Reach "End of Game" from AI response</li> <li>- Observe frontend UI</li> </ul>	<ul style="list-style-type: none"> <li>- Clear message shown that story has ended</li> <li>- Input is disabled or hidden</li> </ul>	<ul style="list-style-type: none"> <li>- Banner displays Victory or loss</li> <li>- Chat input disabled</li> </ul>	Pass	March 31st	Dhruv

# Sprint 3 Backlog: Test Cases

- US\_16 As a player, I want to choose the number of players so we can explore adventures together

User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_16 As a player, I want to choose the number of players so we can explore adventures together	TC-16-01	Display player selection	Launch game → Reach Character Description Page → See Add button to add players	Intuitively recognize the multiplayer option	Found the button on the character page, was slightly confusing at first, but user quickly understood the function.	Passed	May 1	Dylan
	TC-16-02	Select number of players and proceed	On Character Description Page → Press Add Button → Add additional Players	Add additional players that are present during Playthrough	After Selecting the number of players, the game started and could now input multiple responses.	Passed	May 1	Dylan
	TC-16-03	Prevent selecting fewer than 1 player	Remove additional players → When player count is 1 → Delete Button Disabled	Have a minimum of one player in each session	Upon trying to delete all the player, the final player doesn't get deleted because the delete button becomes disabled.	Passed	May 1	Dylan

# Sprint 3 Backlog: Test Cases

- US\_18 As a player, I want to interact with the game with voice controls, so that i can have an immersive experience

User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_18 As a player, I want to interact with the game with voice controls, so that i can have an immersive experience	TC_18_01	Microphone button initiates speech recognition	-Load the game page in a modern browser -Click the "Talk to Game" button -Speak clearly into the microphone"	-Speech recognition starts -Spoken words are captured correctly	-Speech recognition begins -Spoken command is logged and sent to the backend	Pass	May 1st	Farham
	TC_18_02	Voice button reads a story segment	-Load the game page in a modern browser -Click "Play Story" -Listen to the output	-Browser audibly reads the story text using speech synthesis	-Browser reads the segment of the story in natural voice	Pass	May 1st	Farham

# Sprint 3 Backlog: Test Cases

- US\_19 As a user, I want the app to dynamically adapt to me and my friends' choices, while keeping the story interesting

User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
As a user, I want the app to dynamically adapt to me and my friends' choices, while keeping the story interesting	TC_19_01	Add additional players before starting the game	1. Launch app 2. Start a new game 3. Use the option to add more players	Additional players are added and displayed in player list	Players added successfully and displayed with correct names on screen	Pass	March 31st	Ajla
	TC_19_02	Story updates after each player's input	1. Each player submits a choice in turn 2. Observe the narration	Story updates after each input, respecting the active player's input	Narration updated correctly after each player action	Pass	March 31st	Ajla
	TC_19_03	Dice roll is triggered as a shared/universal action	1. Add multiple players 2. Perform an action that requires a dice roll 3. Observe dice roll behavior across all players	A single dice roll is triggered and shared for all players; result affects story progression globally	Dice roll triggered once and shown to all players; story response based on outcome	Pass	March 31st	Ajla

# Sprint 3 Backlog: Test Cases

- US\_20 As a player, I want to determine which player goes next so I can choose who makes the next interaction in a multiplayer game

User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_20 As a player, I want to determine which player goes next so I can choose who makes the next interaction in a multiplayer game	TC_20_01	Show correct player turn in UI	1. Select different players to take turns 2. Observe UI update	UI clearly shows whose turn it is	- UI correctly highlights next player - Input disabled for other players, enabled for correct one	Pass	May 1st	Clive
	TC_20_02	All players can input simultaneously	1. Add 3 players 2. All players type and submit input at once	Game accepts input from all players without blocking	All inputs were received and processed independently	Pass	May 1st	Clive
	TC_20_03	Player selection is optional	1. No player is explicitly chosen 2. Any player submits input	System should accept the input and proceed	Input was accepted without requiring all players input	Pass	May 1st	Clive

# Sprint 3 Backlog: Test Cases

- *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*

User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
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								
	TC-22-01	NPC images are shown when mentioned in context	Start a session and start looking for an NPC until they appear in close proximity to the protagonist.	NPCs Portrait appears whenever the protagonist is standing close to a NPC. If there are multiple NPCs, all of their portraits appear at the same time.	Throughout the playthrough, whenever an NPC was mentioned in the generated context, their portrait would appear on the screen.	Passed	May 2	Dylan

# Sprint 3 Stories Completed

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	May 3	2	2
	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		
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	Dhruv	May 3	1	1
	Import text to speech library		March 31		
	Use text to speech on context generated		March 31		
	Frontend button to initiate text to speech for context		March 31		
US_18	As a player, I want to choose the number of players so we can explore adventures together	Farham	May 1	5	5
	Design player selection UI for entering number of players		April 30		
	Create frontend logic to display forms based on number of players		April 30		
	Add validations (min/max players, non-zero input)		April 30		
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	Optional	-	5	0
	Create frontend input for novel title entry		-		
	Build backend endpoint to handle novel name		-		
	Test a set of popular novels and tune prompt generation for consistency		-		

# Sprint 3 Stories Completed

No.	User Stories	Assigned to:	Completed Date	Story Points	Completed Points
US_18	As a player, I want to interact with the game with voice controls, so that i can have an immersive experience	Dhruv	May 3	8	8
	Research and integrate browser-compatible speech recognition library		May 1		
	Add mic input button on main interaction screen		May 2		
	Convert voice input to text and pass to existing input handler		May 2		
US_19	As a user, I want the app to dynamically adapt to me and my friends choices, while keeping the story interesting.	Dylan	May 1	13	13
	Change /play-turn endpoint to accept an array of playerChoices		April 25		
	Modify Log structure to handle multiple player inputs per turn		April 25		
	Enhance OpenAI prompt to handle multiple players		April 27		
	Test with 2-3 players		April 27		
	Single-player backward compatibility		April 27		
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	Dylan	May 1	8	8
	Add player selection dropdown after each interaction		April 29		
	Notify selected player it's their turn via UI/animation		April 29		
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	Farham	May 1	8	8
	Create S3 Bucket		April 24		
	Implement upload logic from backend to S3 bucket		April 27		
	Fix NPC Schema to hold Image URLs.		April 27		
	Modify Prompt output to have Context + Json section for toggle		April 28		
	Modify prompt to toggle NPC activation when in scope		April 29		

# Metrics: Sprint 2

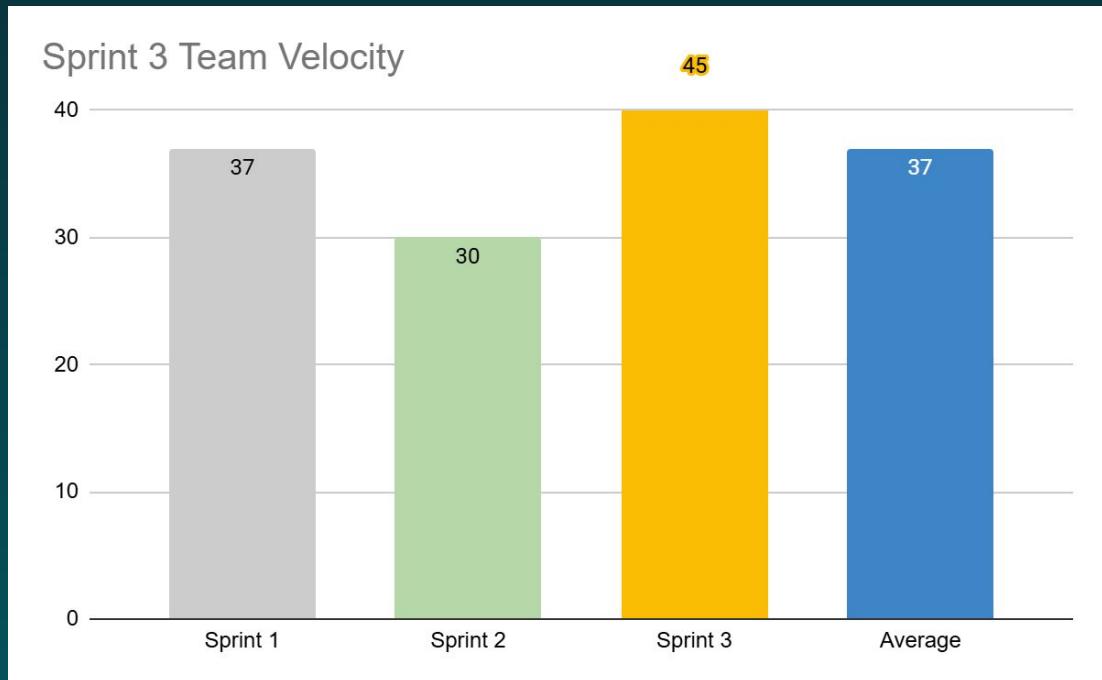
Story ID	Story Description	Story Points Estimated	Completed/Not Completed
US_10	As a player, I would like to know when I have reached the game's conclusion of the game so that I know I have reached the end of the session.	2	Completed
US_14	As a player, I want to listen to the story, so that I can have an immersive experience	1	Completed
US_16	As a player, I want to choose the number of players so we can explore adventures together	5	Completed
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	5	Not Completed
US_18	As a player, I want to interact with the game with voice controls, so that i can have an immersive experience	8	Completed
US_19	As a user, I want the app to dynamically adapt to me and my friends choices, while keeping the story interesting	13	Completed
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	8	Completed
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	8	Completed

# Metrics Sprint 3: Team Velocity

Team Velocity for  
Sprint 3: **50**

Average Team Velocity: **37**

Total points carried over: **5**



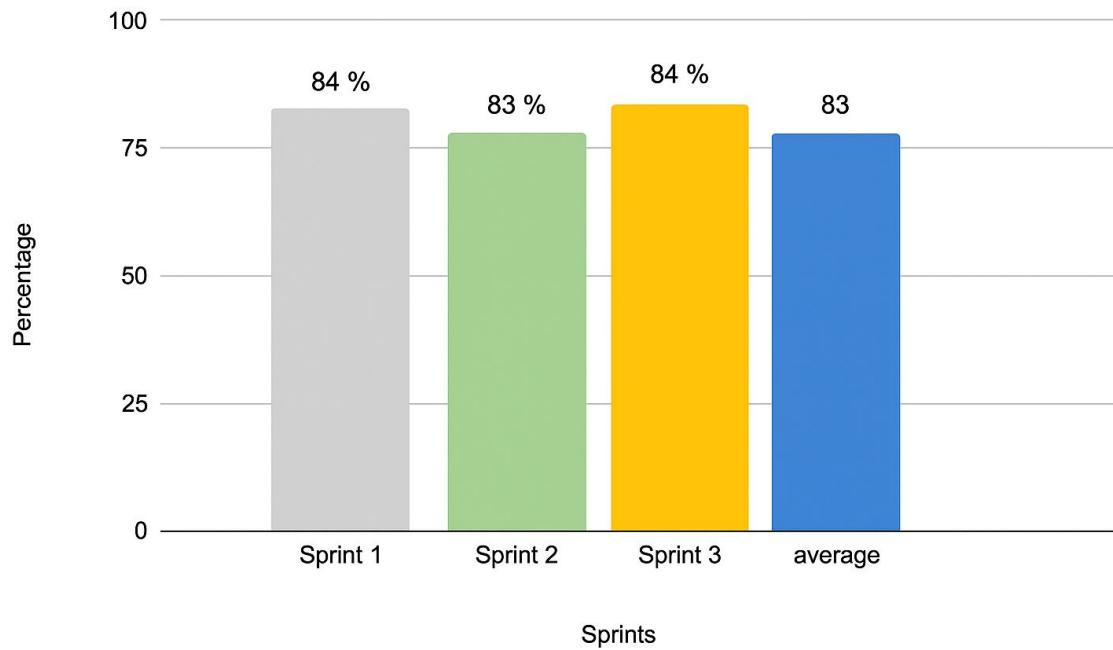
# Metrics: Committed/Completed Ratio

Committed Story  
points for Sprint 3:

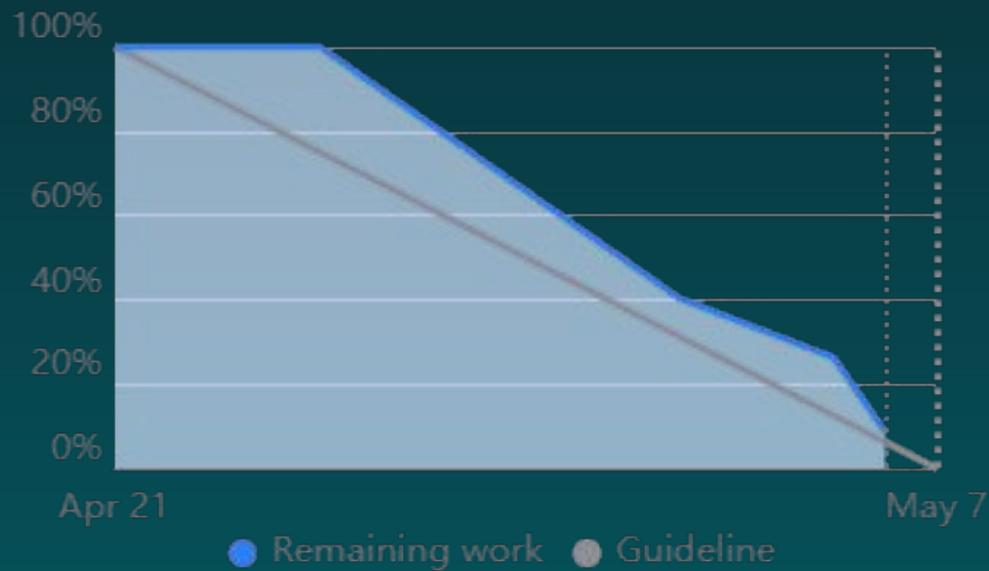
50

Completed Story  
points: **45**

Sprint 3 Committed Ratio



# Metrics Sprint 3: Burndown chart



# Sprint 3 Retrospective

## What went well?

- All members were familiar with the tech stack
- Frequent standups helped us stay in sync
- Deadlines and code freeze were respected
- Peer programming improved collaboration
- Documentation workload did not hinder commits

## What could be improved?

- Be more mindful of committing messages
- Code standards need to be clearly followed
- Avoid duplicating packages and dependencies
- Old features should not be removed without discussion

## Our commitments

- Use more GitFlow branches for cleaner collaboration
- Discuss component structure before development begins
- Establish and follow code standards

# Project Demo

Choose Your Adventure

World of Dragons

Dark Forest

Evil Lords

Fantasy

Forgotten Realms

Continue

# Project Demo

Select a Story

**Whispers in the Dark**

You find yourself lost within the haunted, labyrinthine paths of the Dark Forest. As you seek a way out, eerie whispers and shadowy figures guide (or mislead) your steps. Every decision could either save or doom you to wander forever.

*Duration: 5 minutes*

**NPCs in this Story**



Elder Sorin

Continue

# Project Demo

**Character Creation**

+      Name: Fairy Kake

Character 1      Character 2

Race: Half human - Half Dolphin

Class: Demi human animal

Background: Former member of the imperial army of the northern dolphin tribe.

Strength (1-10): 10      Dexterity (1-10): 10      Constitution (1-10): 10

Intelligence (1-10): 1      Wisdom (1-10): 1      Charisma (1-10): 1

Delete

Continue

# Project Demo

**Let's Play!**

*The adventure begins.. A voice whispers your name from the darkness ahead, but you can't tell if it's a spirit, a trap, or a guide. The path forks, one leading deeper into the forest and the other back toward the edge of the woods. What do you do? *

DManMoney Fairy Kake

Make your move...  Speak 

# Project API Documentation - Theme & Story Preset APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Fetch Themes	GET	/api/themes	None	Fetches all available themes from THEME table			<a href="http://localhost:8081/api/themes">http://localhost:8081/api/themes</a>
Create Theme	POST	/api/themes	None	Creates a new theme, with given title and description	{           "title": "Fantasy",           "description": "Step into a realm where magic shapes every aspect of life. From enchanted forests to ancient spells, explore the wonders of this mystical universe."         }		<a href="http://localhost:8081/api/themes">http://localhost:8081/api/themes</a>
Fetch Story Presets	GET	/api/stories	None	Fetches all available stories from STORY table			<a href="http://localhost:8081/api/stories">http://localhost:8081/api/stories</a>
Create Story Preset	POST	/api/story	None	Creates a new theme, with given title, description, themeid, and prompt	{           "title": "The Secrets of Arathis",           "description": "The kingdom of Arathis vanished without a trace centuries ago, leaving only myths behind. Now, a long-lost artifact has resurfaced, offering the first clue to its whereabouts. As you"         }		<a href="http://localhost:8081/api/story">http://localhost:8081/api/story</a>

# Project API Documentation - Character APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Create Character	POST	/characters	None	Creates a new character with the given data.	<pre>{   "name": "Seraphina",   "race": "Human",   "class": "Cleric",   "background": "A healer and protector, blessed by the gods.",   "stats": {     "strength": 10,     "dexterity": 12,     "constitution": 14,     "intelligence": 16,     "wisdom": 18,     "charisma": 15   } }</pre>	<pre>[   {     "name": "Seraphina",     "race": "Human",     "class": "Cleric",     "background": "A healer and protector, blessed by the gods.",     "stats": {       "strength": 10,       "dexterity": 12,       "constitution": 14,       "intelligence": 16,       "wisdom": 18,       "charisma": 15     }   },   {     "name": "Elandor",     "race": "Human",     "class": "Warrior",     "background": "A protector, blessed by the gods.",     "stats": {       "strength": 10,       "dexterity": 12,       "constitution": 14,       "intelligence": 16,       "wisdom": 18,       "charisma": 15     }   } ]</pre>	<a href="http://localhost:5000/api/characters">http://localhost:5000/api/characters</a>
Fetch All Characters	GET	/characters	None	Retrieves all of the characters from the database.			<a href="http://localhost:5000/api/characters">http://localhost:5000/api/characters</a>

# Project API Documentation - Character APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Fetch Character by name	GET	/characters	name	Retrieves all of the characters from the database with the field matching 'name'.		{ "name": "Seraphina", "race": "Human", "class": "Cleric", "background": "A healer and protector, blessed by the gods.", "stats": { "strength": 10, "dexterity": 12, "constitution": 14, "intelligence": 16, "wisdom": 18, "charisma": 15 } }	<a href="http://localhost:5000/api/characters">http://localhost:5000/api/characters</a>

# Project API Documentation - Game Session APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Start Game	POST	/api/start-game	None	Starts a new game session with a given story	{           "storyId": "<story_id>"         }	{           "message": "Game started: <story_title>",           "sessionId": "<session_id>",           "storyState": "The adventure begins..."         }	<a href="http://localhost:8081/api/start-game">http://localhost:8081/api/start-game</a>
Play Turn	POST	/api/play-turn	None	Processes a player's choice and updates the story dynamically	{           "sessionId": "<session_id>",           "playerChoice": "<user_input>"         }	{           "storyState": "<updated_story_state>",           "isCompleted": false         }	<a href="http://localhost:8081/api/play-turn">http://localhost:8081/api/play-turn</a>
Get Game State	GET	/api/game-state/:sessionId	sessionId	Retrieves the current game state and past choices	None	{           "storyState": "<current_story_state>",           "choices": [             "choice1",             "choice2"           ],           "isCompleted": false         }	<a href="http://localhost:8081/api/game-state/:sessionId">http://localhost:8081/api/game-state/:sessionId</a>
Manual End Game	POST	/api/end-game	None	Manually ends the current game session	{           "sessionId": "<session_id>"         }	{           "message": "Game marked as completed.",           "endingState": "The game has been manually ended."         }	<a href="http://localhost:8081/api/end-game">http://localhost:8081/api/end-game</a>
Get Player Choices	GET	/api/game-choices/:sessionId	sessionId	Fetches all user choices for a session	None	{           "sessionId": "<session_id>",           "choices": [             "choice1",             "choice2"           ]         }	<a href="http://localhost:8081/api/game-choices/:sessionId">http://localhost:8081/api/game-choices/:sessionId</a>

# Project API Documentation - Log APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Create Log Transcript	POST	/api/logs	None	Saves logs by session id	<pre>{   "sessionId": "&lt;sessionId&gt;",   "context": "The knight enters a dark cave.",   "userInput": "He lights a torch and looks around." }  "npclnScene": [   "6631a90d4e56f3a32b8fef22",   "6631a9254e56f3a32b8fef23" ], "diceRollResult": null, "timestamp": "2025-05-01T12:00:00Z" }</pre>	<pre>[   {     "_id": "&lt;log_id&gt;",     "sessionId": "&lt;session_id&gt;",     "context": "The knight enters a dark cave.",     "userInput": "He lights a torch and looks around.",     "diceRollResult": {       "diceRoll": 4,       "threshold": 3,       "success": true     },     "npclnScene": [       "6631a90d4e56f3a32b8fef22"     ],     "timestamp": "2025-03-05T12:00:00Z"   },   {     "_id": "&lt;log_id&gt;",     "sessionId": "&lt;session_id&gt;",     "context": "A growl echoes from the darkness.",     "userInput": "He draws his sword, ready for battle.",     "npclnScene": [       "6631a9254e56f3a32b8fef23",       "6631a9304e56f3a32b8fef24"     ],     "timestamp": "2025-03-05T12:01:30Z"   } ]</pre>	<a href="http://localhost:5000/api/logs">http://localhost:5000/api/logs</a>
Fetch Log Transcripts by session	GET	api/logs/:sessionId	sessionId	Retrieve all logs based on session id			<a href="http://localhost:5000/api/logs/&lt;session_id&gt;">http://localhost:5000/api/logs/&lt;session_id&gt;</a>

# Project API Documentation - Dice Roll API

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Dice Roll	POST	/roll-dice		Resolves a pending dice roll for a session, returns success/failure outcome and continues the story.	{ "sessionId": "661b3c907c24ac54f377bc43" }	{ "diceRoll": 4, "diceUserMessage": "Player rolled a 4 (threshold: 3) — Success", "rollThreshold": 3, "success": true, "message": "Success! Your action goes as planned.", "requiresRoll": false, "threshold": null, "narration": "The lock clicks open. The path ahead is now yours to explore. Where do you head next?", "End of Game": false }  <a href="http://localhost:5000/api/roll-dice">http://localhost:5000/api/roll-dice</a>	

# Project API Documentation - NPC APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Admin NPC Creation	POST	/admin/npc		Create a new NPC with optional image upload	{           "title": "Lorian",           "role": "Guardian",           "description": "He watches the gate..",           "backstory": "Raised in exile..",           "alignment": "Good",           "image": "(binary file upload - e.g., lorian.jpg)"         }		
View All NPCs	GET	/npcs		Fetch all NPCs from the database		[ { "title": "Lorian", "role": "Guardian", "alignment": "Good", "imageUrl": "https://s3.amazonaws.com/..." } ]	<a href="http://localhost:8081/api/npcs">http://localhost:8081/api/npcs</a>
Admin Upload NPC Image	PUT	/api/admin/npc/:npclid/image	npclid	Upload an image for a specific NPC. The image is stored in S3 as <npclid>.png, and the NPC's imageUrl in MongoDB is updated accordingly.	image: file (form-data)	{"imageUrl": "https://your-bucket-name.s3.amazonaws.com/npc/<npclid>.png"}	<a href="http://localhost:8081/api/admin/npc/:npclid/image">http://localhost:8081/api/admin/npc/:npclid/image</a>

# Project API Documentation - Voice APIs

Page/Component	Request Type	End point	Query Parameter	Description	Input Body	Example Output	Final API Route
Voice Input	POST	/transcribe	None	Accepts an uploaded sound file, sends the file to be transcribed into a text	{ file: audio/mp3 }	{"text": "climb the closest tree in your left"} }	<a href="http://localhost:8081/api/voice/transcribe">http://localhost:8081/api/voice/transcribe</a>
Story playback	POST	/synthesize	None	Performs text-to-speech conversion from input text ,returns an audio/mpeg type as binary result	{ "text": "Navigate to the left" }	Binary MP3 audio saved for playback	<a href="http://localhost:8081/api/voice/synthesize">http://localhost:8081/api/voice/synthesize</a>

# Wiki page link

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

# APPLICATION DEMO

Thank you