

Sprint 2 Progress:

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
 - User Stories
 - Test Cases
 - Stories Completed/Not Completed
 - Stories Not Completed
9. Metrics
 - Team Velocity
 - Committed/Completed Ratio
10. Retrospective
11. Project Demo

Getting to know the Team...



Ajla Hate

Backend
Developer



Clive Lewis

Developer / Tester



Dhruv Joshi

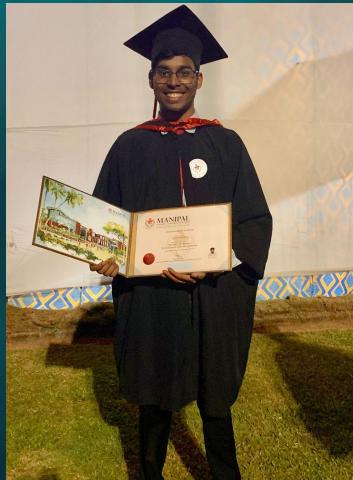
Scrum Master /
Developer



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

Reevaluated user story points and metrics effected (eg. Team Velocity)

Split larger user stories into smaller user stories

Separated user stories by user roles

Elaborated on the Tech Stack chosen for the project

Included “Actual Result” column for Test Case documentation (for Failed test cases)

Included only user stories in the sprint backlog

What problem are we solving?

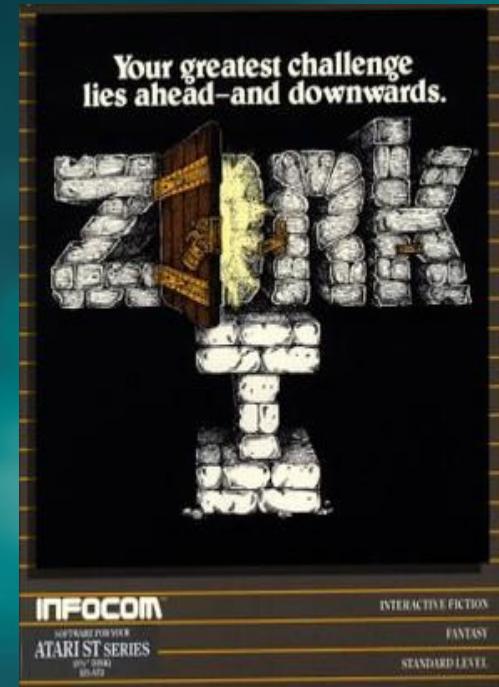
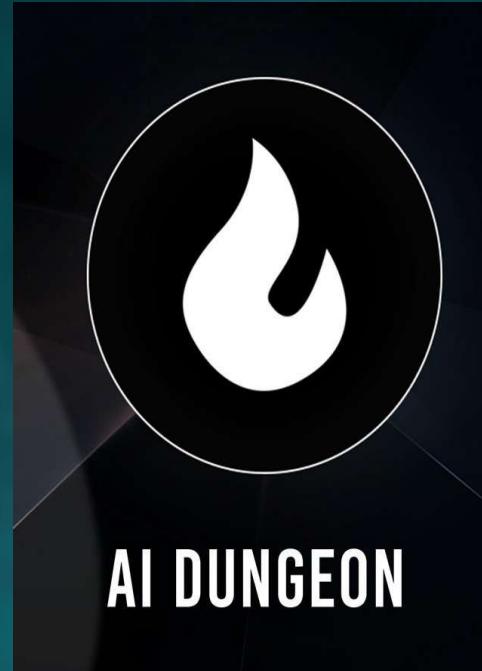
- Limited flexibility in RPGs (Role Playing Games)
- Lack of imagination/creative inspiration
- Realization of a story that lives in your mind
- Effective way to work through creative blocks

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 (TBD)

| | |
|---------------------|--|
| 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">• Influence character relationships• Change story outcomes,• Provoke Ethical dilemmas• Unlock secret plots. <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 | https://github.com/htmw/2025S-Codesaurus |

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 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



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.

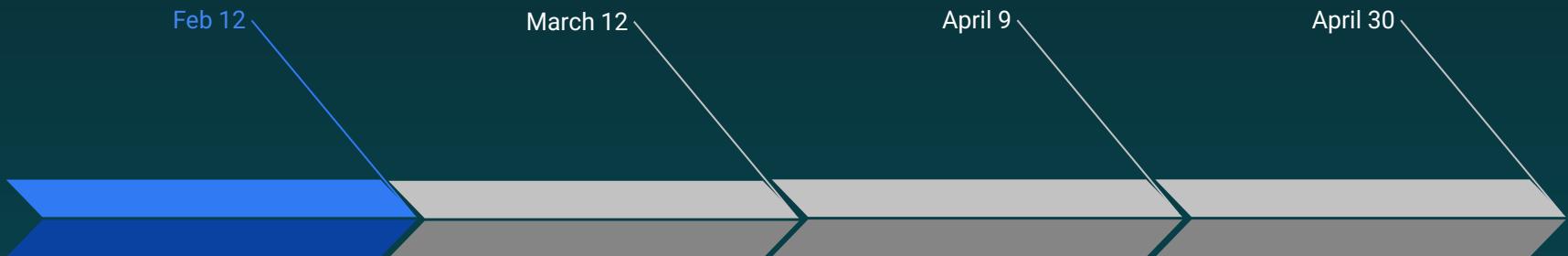
Tools

- **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

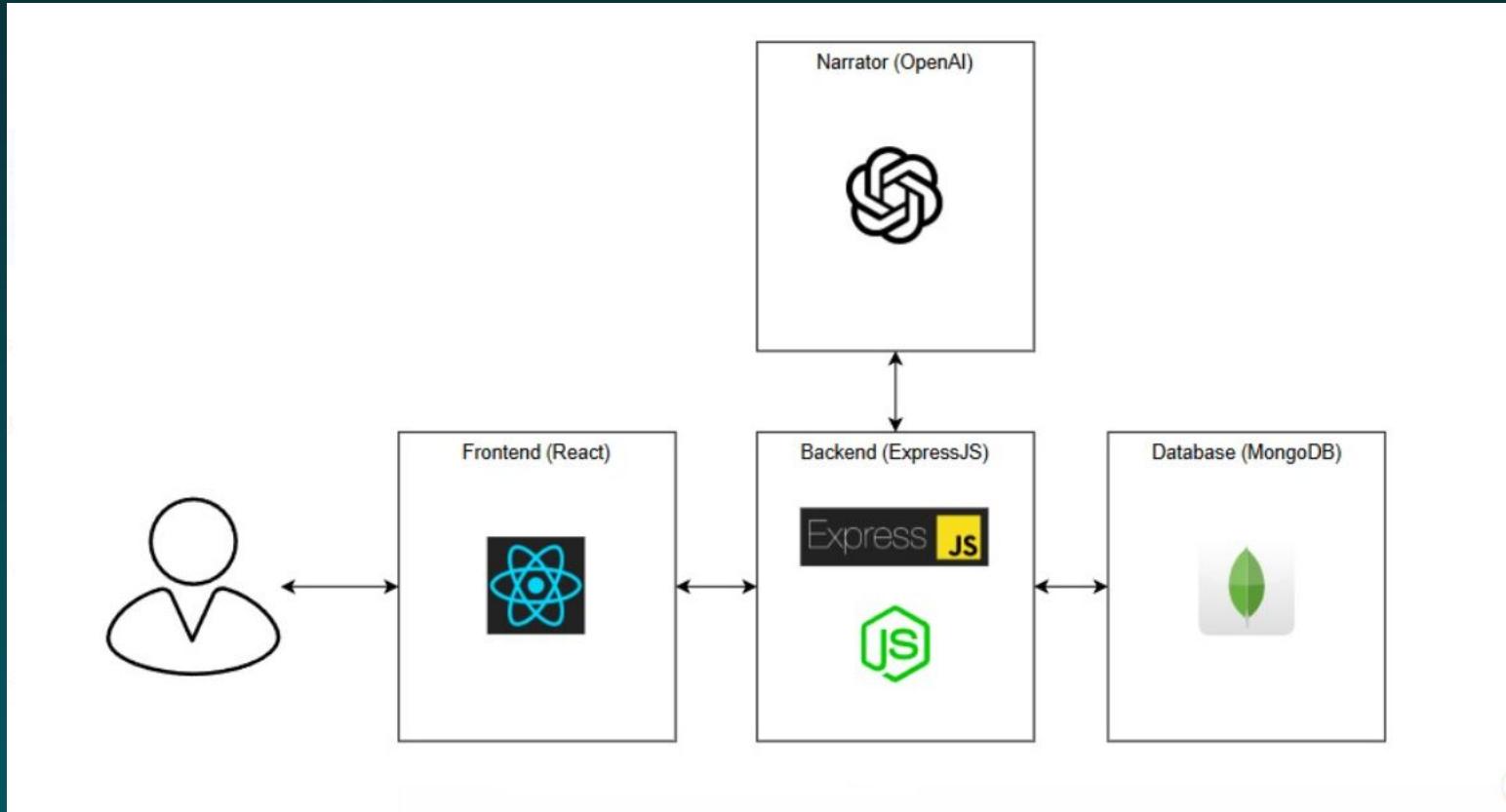
Sprint 3

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

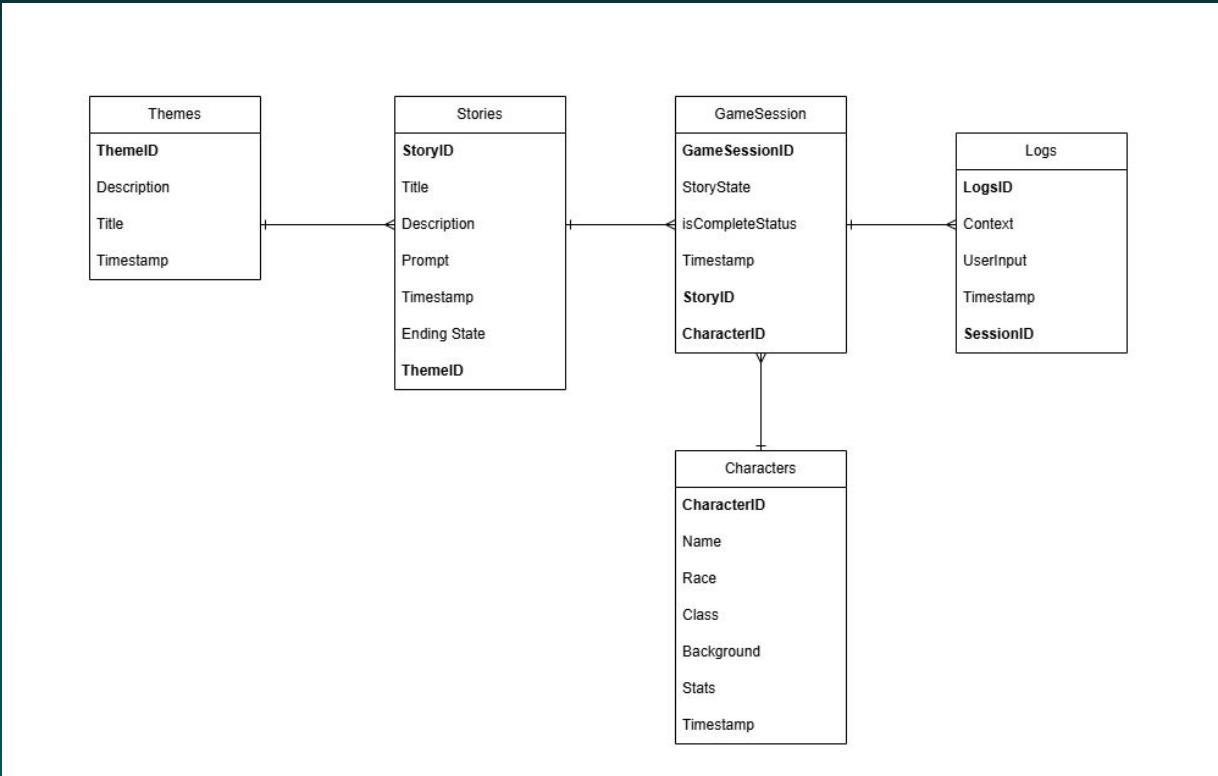
We've established a semi-weekly **cadence** to review progress and plan next steps (unless otherwise required).

Diagrams

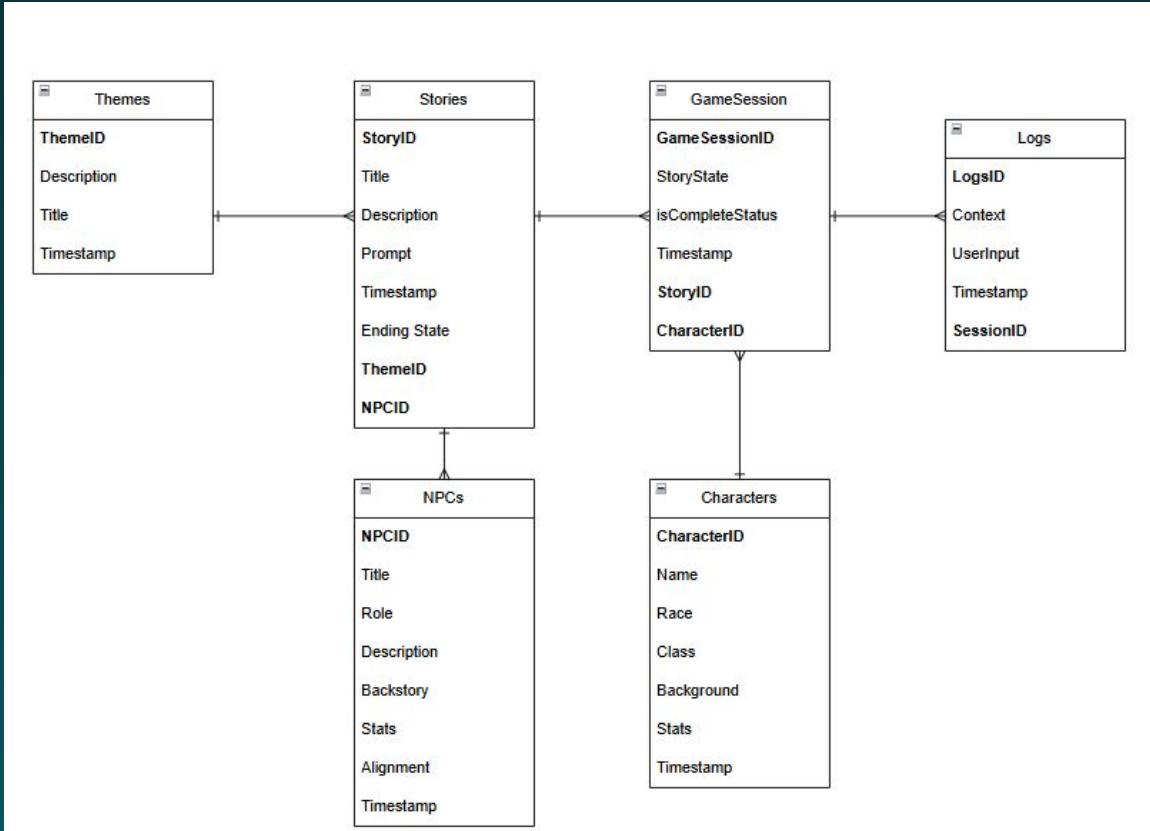
Architecture Diagram



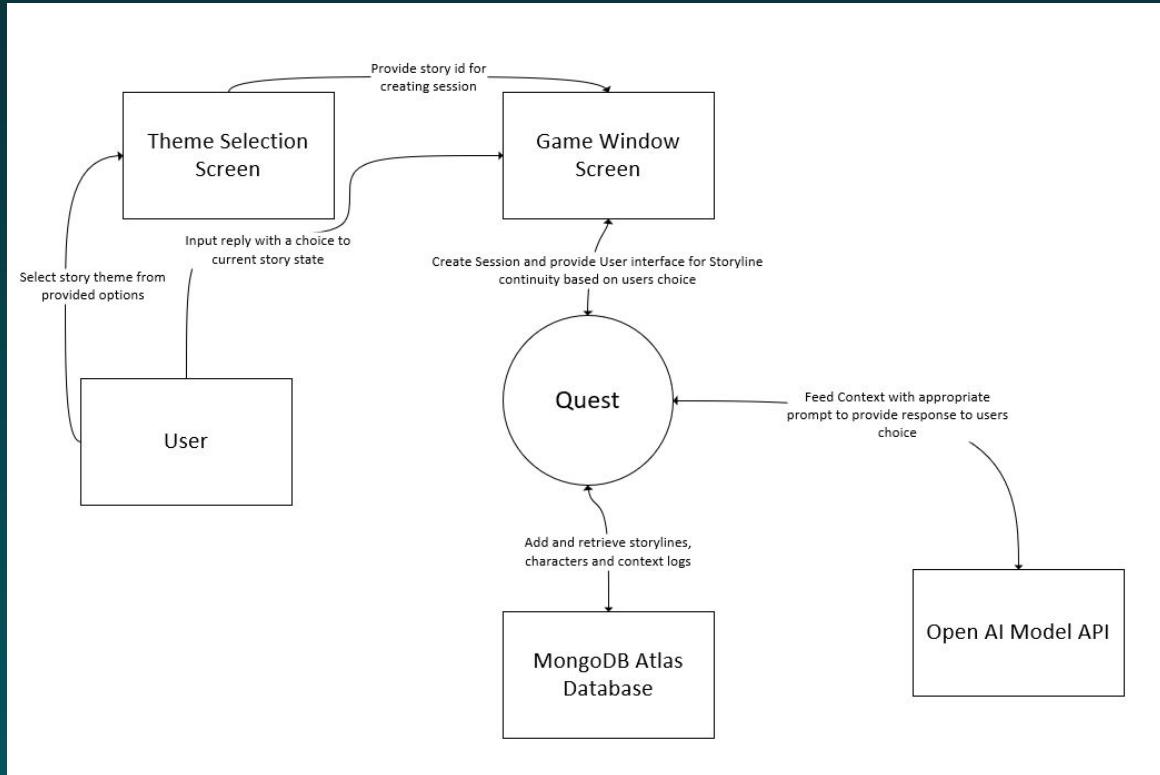
ER - Diagram



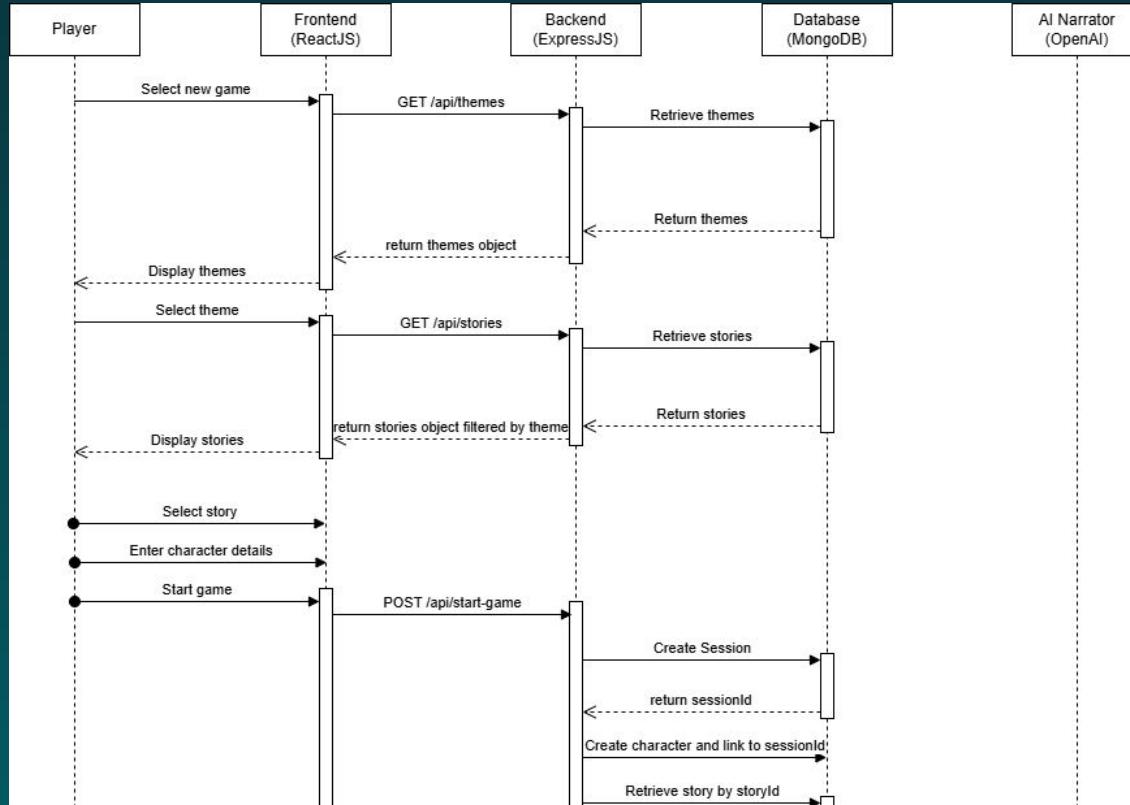
Sprint 2 ER - Diagram



Context Diagram

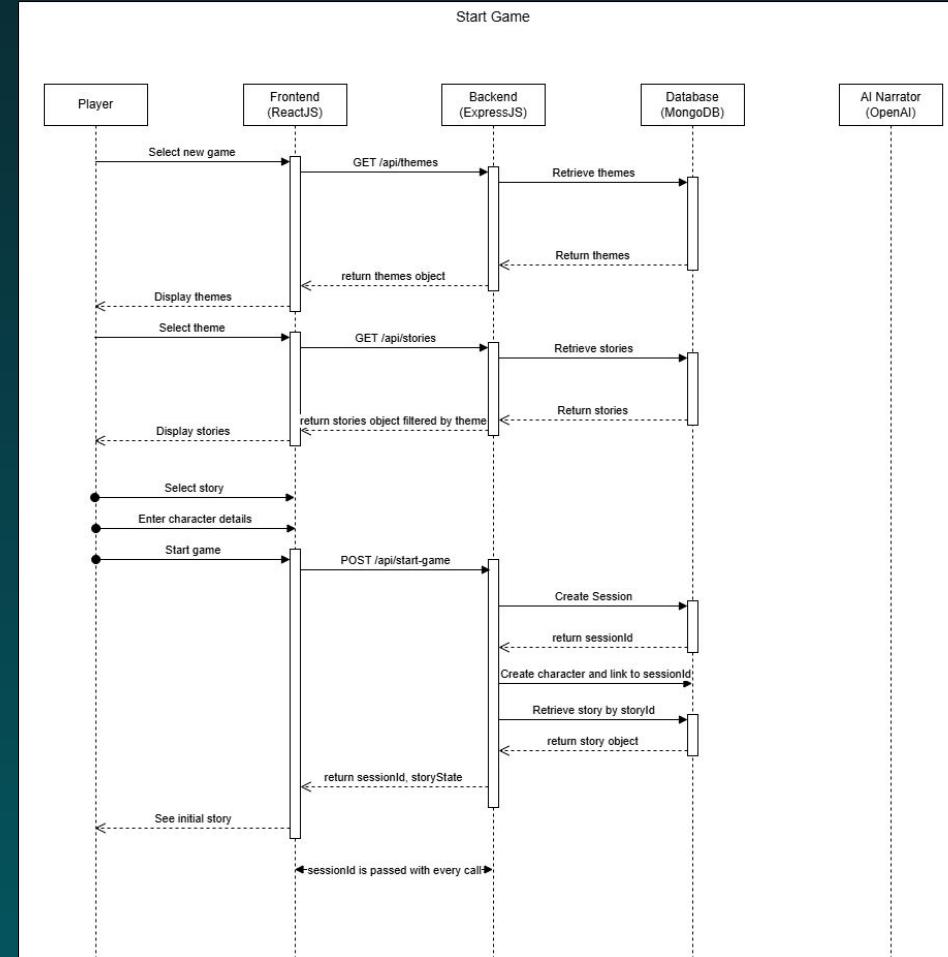


Sequence Diagram



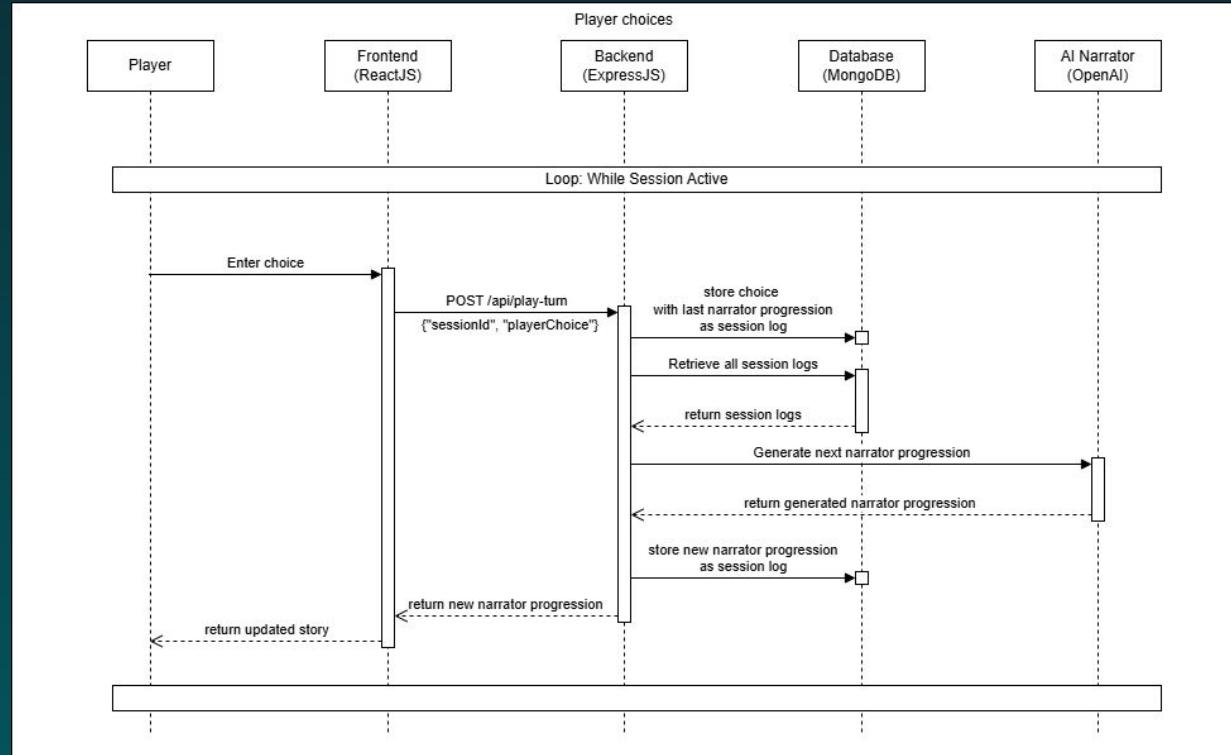
Sequence Diagram

Start Game



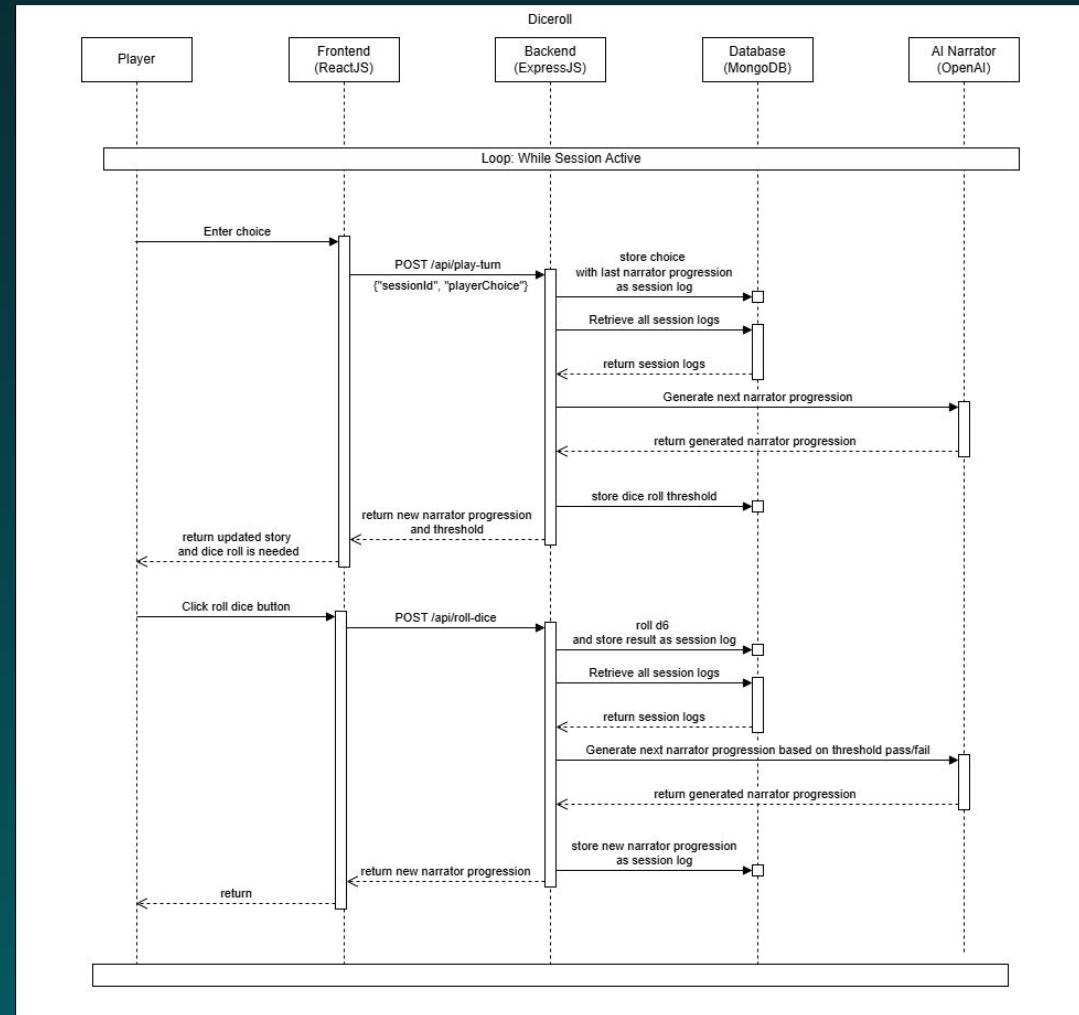
Sequence Diagram

Player Choices



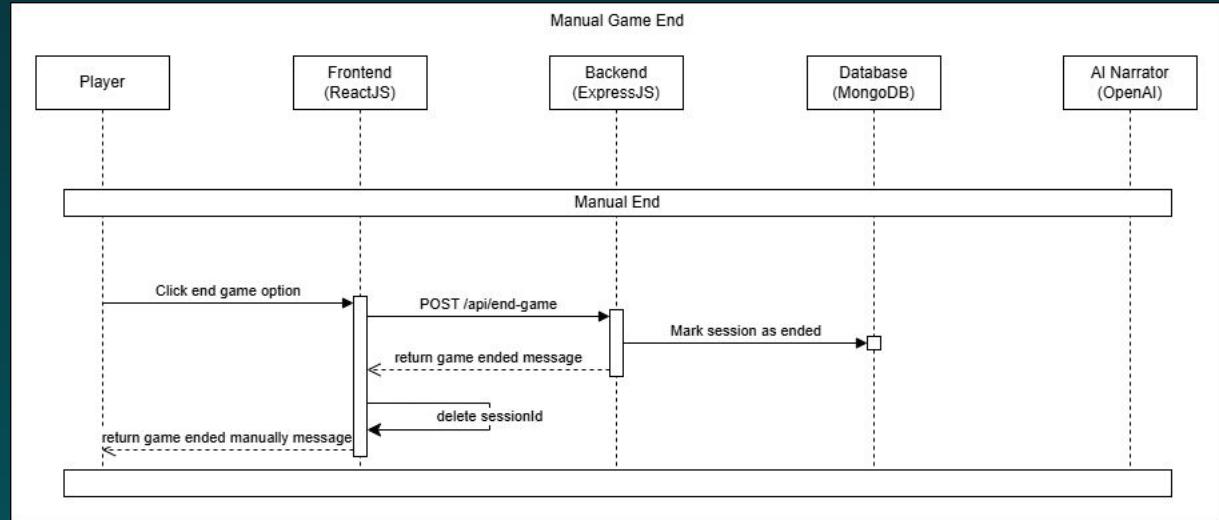
Sequence Diagram

Player Choices with Dice Roll



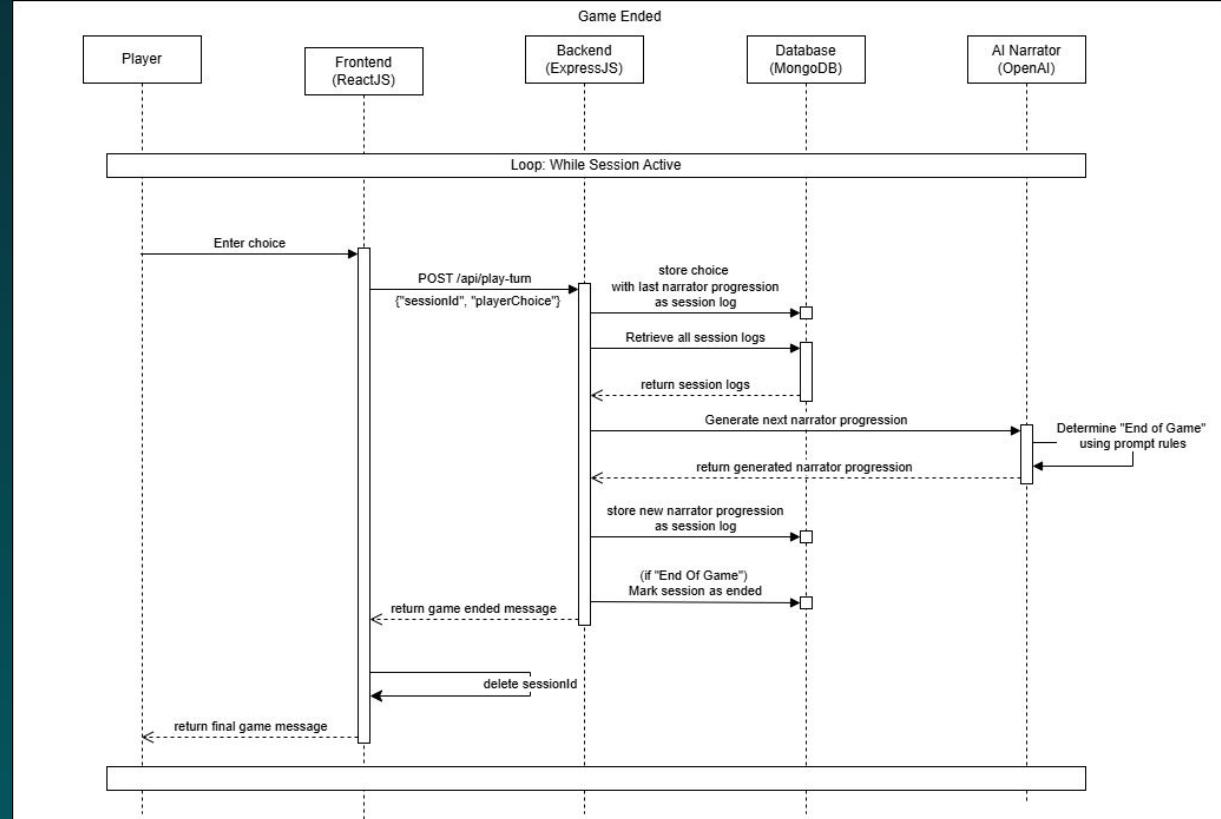
Sequence Diagram

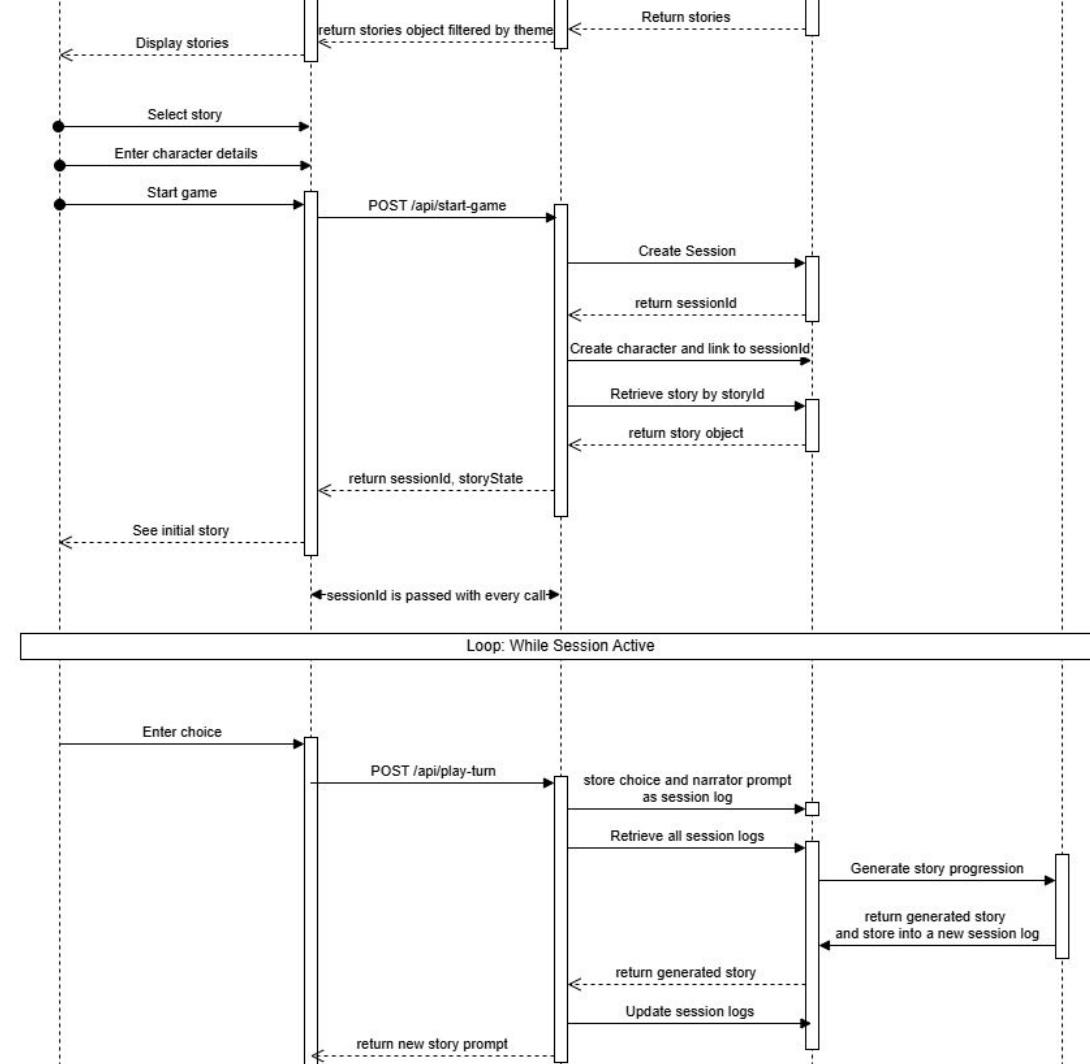
Manual Game End

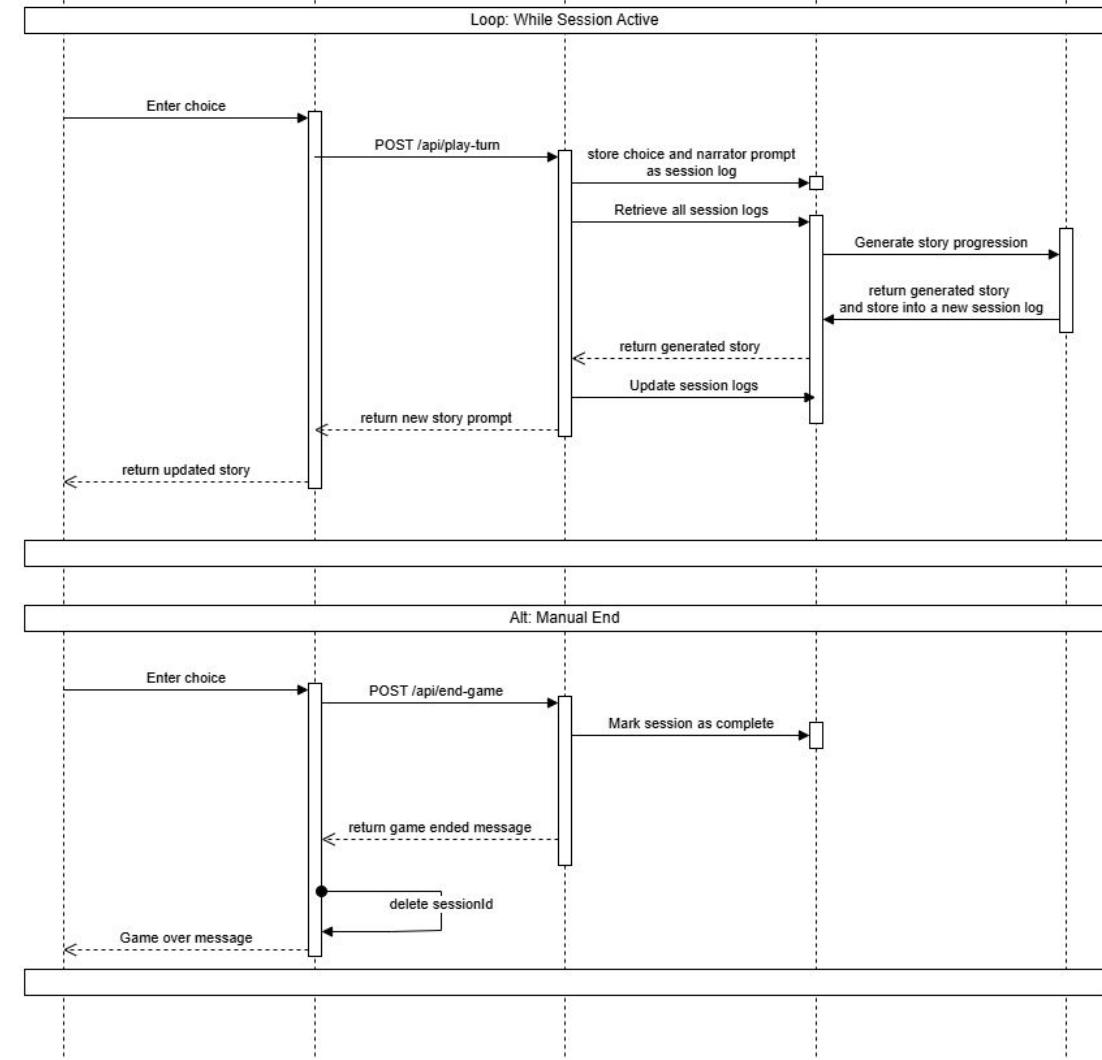


Sequence Diagram

Game End







SPRINT 1 Recap

User Stories

| No. | User Stories | Acceptance Criteria | Story Points | Assigned to | Completed/Not Completed |
|-------|--|--|--------------|------------------------|-------------------------|
| | 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 | 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"> - 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 | 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"> - 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 | 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"> - 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 | 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"> - 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 | 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"> - 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 | 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"> - 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 | 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"> - 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 | Mrun Clive | Not Completed |

Test Cases

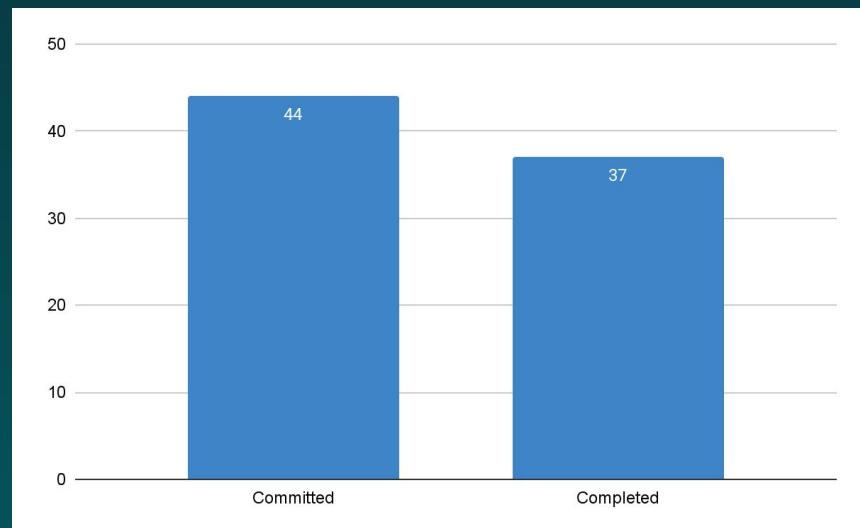
| No | User Story | Total Test Cases | Tests Passed | Tests Failed |
|-------|---|------------------|--------------|--------------|
| US_01 | As a player, I expect logical story developments so that the story is consistent to the previous interactions. | 3 | 3 | 0 |
| US_02 | As a player i want to experience 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 %



Product Backlog

| No. | User Stories | Acceptance Criteria | Story Points | Assigned to |
|-------|--|--|--------------|------------------------|
| | 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 |
| 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 |
| 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 Ajia |
| 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 Ajia |
| 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 |
| 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 | |
| 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 | |

| No. | User Stories | Acceptance Criteria | Story 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. | - 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 |
| 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. | - NPCs appear throughout the story - Can dynamically interact with NPCs | 8 |
| US_12 | As a player, I want my character's actions to be determined by a dice roll so there is unpredictability in outcomes | -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 |
| 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 stroy. | - 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 |
| US_14 | As a player, 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. | 2 |
| US_15 | As a player, I want to receive clear feedback so I know when my dice roll has passed or failed. | -Color distinction of green or red to see impact of desicion | 5 |
| US_16 | As a player, I want to choose the number of players so we can explore adventures together | - 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 |
| 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 | - 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 |

| No. | User Stories | Acceptance Criteria | Story Points |
|-------|--|---|--------------|
| US_18 | As a player, 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 prompt area. | 5 |
| US_19 | 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. | 8 |
| 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 | -The system cycles through each user for their prompts | 3 |
| 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. | - Users can increase or decrease font size. - Users can switch between dark mode and light mode. | 3 |
| 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 | - The graphics are visually consistent with the game's style and theme. | 13 |
| 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. | - View NPC characters in the storyline preset text - Display variations in NPC's to interact within the story | 2 |

SPRINT 2

Sprint 2 Backlog

| No. | User Stories | Acceptance Criteria | Story Points | Assigned to |
|-------|---|--|--------------|------------------------|
| | 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. | - 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 |
| US_09 | As a player, I want detailed environmental descriptions and character emotions in my story, so I am more attuned to the story. | - 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 |
| 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. | - 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 |
| 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. | - NPCs appear throughout the story - Can dynamically interact with NPCs | 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 | -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 |
| 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. | - 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 |
| US_14 | As a player, 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. | 2 | Dhruv |
| US_15 | As a player, I want to receive clear feedback so I know when my dice roll has passed or failed. | -Color distinction of green or red to see impact of decision | 5 | Dylan Clive Farham |

Sprint 2 Backlog: Test Cases

- *US_03 As a player, I want to describe the character I will be playing in the story to the app*

| User Story | No. | Test Case Title | Test Flow | Expected Result | Actual Result | Execution Status | Execution Date | Tester |
|---|----------|---------------------------|---|---|--|------------------|----------------|--------|
| US_03 As a player, I want to describe the character I will be playing in the story to the app | TC_03_01 | Create a Character | -cURL POST command simulating the frontend -cURL GET command simulating the frontend | -The data for character and its attributes is stored in the database under its collection name -Returns all of the stored characters | -Datas were successfully stored in the database under the characters collection. -A list of all created characters was returned as a JSON array | Passed | April 2nd | Farham |
| | TC_03_02 | Fetch All Characters | -cURL GET command simulating the frontend | -Returns all of the character with the name -Successfully creates and saves the character with all entered details. | -JSON response was returned containing the specific character | Passed | April 2nd | Farham |
| | TC_17_03 | Fetch Character by Name | -cURL GET command simulating the frontend | -Routes from the story page -Enter data for the character -Click create | -The user is redirected to character summary page showing the entered information. | Passed | April 2nd | Farham |
| | TC_03_04 | Character creation screen | | | -The character summary page with all entered details displayed | Passed | April 2nd | Farham |

Sprint 2 Backlog: Test Cases

- *US_09 As a player, I want the AI to enhance storytelling by generating detailed environmental descriptions and character emotions.*

| User Story | No. | Test Case Title | Test Flow | Expected Result | Actual Result | Execution Status | Execution Date | Tester |
|--|----------|--|--|---|---|------------------|----------------|---------|
| US_09 As a player, I want the AI to enhance storytelling by generating detailed environmental descriptions and character emotions. | TC_09_01 | -AI Generates environmental descriptions | - Story is initiated - User types input | - The AI provides a detailed explanation of the environment | - Detailed environment descriptions were provided | Passed | April 2nd | Mrunmai |
| | TC_09_02 | -AI Generates character emotions | - Story is initiated - User types input | - The AI includes emotional context | - Character emotions were expressed during storytelling | Passed | April 2nd | Mrunmai |

Sprint 2 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 | 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_07_01 | Ending via requirement satisfaction | <ul style="list-style-type: none"> - Select a story - Perform actions that satisfy ending requirement - Backend detects similarity with ending conditions - AI sets "End of Game": true in response | <ul style="list-style-type: none"> - Narration ends with a conclusive message and "End of Game": true is returned - Session is marked inactive on frontend | <ul style="list-style-type: none"> - "You continue your training, hoping one day to uncover more about the dragons. What do you?" - "End of Game": true - Session id deleted | Fail | April 6th | Dhruv |
| | TC_07_02 | Ending via max iteration fallback | <ul style="list-style-type: none"> - Play a story without meeting requirements - Continue until max iterations reached - AI is forced to end the game | <ul style="list-style-type: none"> - Narration ends with a loss and "End of Game": true - Player sees feedback about session conclusion | <ul style="list-style-type: none"> - Banner displays Victory or loss - Game ends after 10 iterations | Pass | April 6th | Dhruv |
| | TC_07_03 | End game feedback visibility | <ul style="list-style-type: none"> - Reach "End of Game" from AI response - Observe frontend UI | <ul style="list-style-type: none"> - Clear message shown that story has ended - Input is disabled or hidden | <ul style="list-style-type: none"> - Banner displays Victory or loss - Chat input disabled | Pass | April 6th | Dhruv |

Sprint 2 Backlog: Test Cases

- *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.*

| User Story | No. | Test Case Title | Test Flow Steps | Expected Result | Actual Result | Execution Status | Execution Date | Tester |
|--|----------|---------------------------|--|--|---|------------------|----------------|--------|
| 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. | TC_11_01 | NPC Appears | <ul style="list-style-type: none"> - Start game - Explore Campaign until story's NPC makes an appearance - NPC is mentioned in the generated context | Throughout the narration, NPCs makes an appearance in their assigned story. | NPCs make an appearance in their assigned story. Users can trigger NPC appearance at times. | Passed | April 2nd | Dylan |
| | TC_11_02 | User Interaction with NPC | <ul style="list-style-type: none"> - Start game - Explore Campaign until story's NPC makes an appearance - Request an interaction directed to the NPC - NPC responds accordingly | User can interact with NPCs, and NPC responds according to their preset character description, while maintaining the story's logical continuity. | User can interact with NPCs. NPC respond according to their preset character description, while maintaining the story's logical continuity. | Passed | April 2nd | Dylan |

Sprint 2 Backlog: Test Cases

- *US_12 As a player, I want my character's actions to be determined by a dice roll so there is unpredictability in outcomes*

| User Story | No. | Test Case Title | Test Flow | Expected Result | Actual Result | Execution Status | Execution Date | Tester |
|---|----------|---|--|--|--|------------------|----------------|--------|
| US_12 As a player, I want my character's actions to be determined by a dice roll so there is unpredictability in outcomes | TC_12_01 | Detect dice roll requirement from AI response | <ul style="list-style-type: none"> - Submit a player action that has uncertainty - Backend sends prompt to AI - AI responds with requiresRoll: true | <ul style="list-style-type: none"> - AI response includes requiresRoll: true - Threshold is a number between 1 and 6 | <ul style="list-style-type: none"> - AI returned requiresRoll: true and a valid threshold | Passed | April 2nd | Sharon |
| | TC_12_02 | Lock input when roll is pending | <ul style="list-style-type: none"> - AI requires dice roll - Frontend receives roll requirement - Input is disabled | <ul style="list-style-type: none"> - User input is disabled until roll is completed | <ul style="list-style-type: none"> - Input was disabled as expected | Passed | April 2nd | Sharon |
| | TC_12_03 | Trigger /api/roll-dice and receive outcome | <ul style="list-style-type: none"> - Click dice roll button in UI - Sends POST to /api/roll-dice - Receives new narration | <ul style="list-style-type: none"> - Dice roll sent to AI - New story progression returned based on result | <ul style="list-style-type: none"> - Narration continued as expected after roll | Passed | April 2nd | Sharon |
| | TC_12_04 | Save dice roll result in session log | <ul style="list-style-type: none"> - Trigger dice roll via UI - Complete the roll - Check database for updated log | <ul style="list-style-type: none"> - Log includes diceRoll, threshold, success/fail | <ul style="list-style-type: none"> - Roll data saved correctly in logs | Passed | April 2nd | Sharon |
| | TC_12_05 | Unlock user input after dice roll handled | <ul style="list-style-type: none"> - Submit an action that triggers roll - Perform dice roll - Input becomes available | <ul style="list-style-type: none"> - Input field is re-enabled after roll outcome is received | <ul style="list-style-type: none"> - Input unlocked successfully post-roll | Passed | April 2nd | Sharon |

Sprint 2 Backlog: Test Cases

- *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.*

| User Story | No. | Test Case Title | Test Flow | Expected Result | Actual Result | Execution Status | Execution Date | Tester |
|--|----------|---------------------|--|--|--|------------------|----------------|--------|
| 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. | TC_13_01 | Add NPC to database | <ul style="list-style-type: none"> - Add NPC with required fields - "Create NPC" | Created NPC should appear at the top of the list | Created NPC should appear at the top of the list | Passed | April 2nd | Clive |
| | TC_13_02 | Edit Created NPC | <ul style="list-style-type: none"> - Select previously created NPC - Edit NPC - Edit Fields of previously Created NPC - Save edited fields | <p>Only changed fields should be updated, rest of the fields should remain as is.</p> <p>NPCs should appear against the stories they've been assigned to</p> | <p>Only changed fields should be updated, rest of the fields should remain as is.</p> <p>NPCs should appear against the stories they've been assigned to</p> | Passed | April 2nd | Clive |

Sprint 2 Backlog: Test Cases

- *US_15 As a player, I want to receive clear feedback so I know when my dice roll has passed or failed.*

| User Story | No. | Test Case Title | Test Flow | Expected Result | Actual Result | Execution Status | Execution Date | Tester |
|---|----------|---|---|--|---|------------------|----------------|--------|
| US_15 As a player, I want to receive clear feedback so I know when my dice roll has passed or failed. | TC_17_01 | Dice roll success feedback | <ul style="list-style-type: none"> - Start a story that requires a dice roll - Perform an action triggering a roll - Roll a value above the threshold | <ul style="list-style-type: none"> - A clear message indicates success - Visual cue or animation confirms positive outcome | <ul style="list-style-type: none"> - Success message shown - Visual cue displayed | Passed | April 2nd | Ajla |
| | TC_17_02 | Dice roll failure feedback | <ul style="list-style-type: none"> - Start a story that requires a dice roll - Perform an action triggering a roll - Roll a value below the threshold | <ul style="list-style-type: none"> - A clear message indicates failure - Visual cue or animation reflects failure | <ul style="list-style-type: none"> - Failure message shown - Visual cue displayed | Passed | April 2nd | Ajla |
| | TC_17_03 | Roll result shown immediately after roll | <ul style="list-style-type: none"> - Trigger a dice roll - Observe UI immediately after roll is completed | <ul style="list-style-type: none"> - Roll result (e.g., 5/6) is immediately shown to player | <ul style="list-style-type: none"> - Dice result shown without delay | Passed | April 2nd | Ajla |
| | TC_17_04 | Narrator response reflects success or failure | <ul style="list-style-type: none"> - Trigger a dice roll - Receive narration from AI after result - Check if outcome is reflected in story progression | <ul style="list-style-type: none"> - AI narration describes the consequences of success or failure clearly | <ul style="list-style-type: none"> - Narration includes outcome-based progression | Passed | April 2nd | Ajla |

Sprint 2 Stories Completed

| User Story ID | 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 | April 6 | 5 | 5 |
| | 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 | | |
| 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 | April 6 | 2 | 2 |
| | Prompt inject rule to make stories more descriptive | | April 6 | | |
| 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 | April 1 | 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 | | |
| 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 | March 20 | 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 | | |
| 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 | March 22 | 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 | | |

Sprint 2 Stories Completed

| User Story ID | User Stories | Assigned to: | Completed Date | Story Points | Completed Points |
|---------------|--|--------------|----------------|--------------|------------------|
| 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 stroy. | 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 | | |
| US_14 | As a player, I want to listen to the story, so that I can have an immersive experience | Dhruv | | 2 | 0 |
| | Import text to speech library | | | | |
| | Use text to speech on context generated | | | | |
| | Frontend button to initiate text to speech for context | | | | |
| 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 | | |

Metrics: Sprint 2

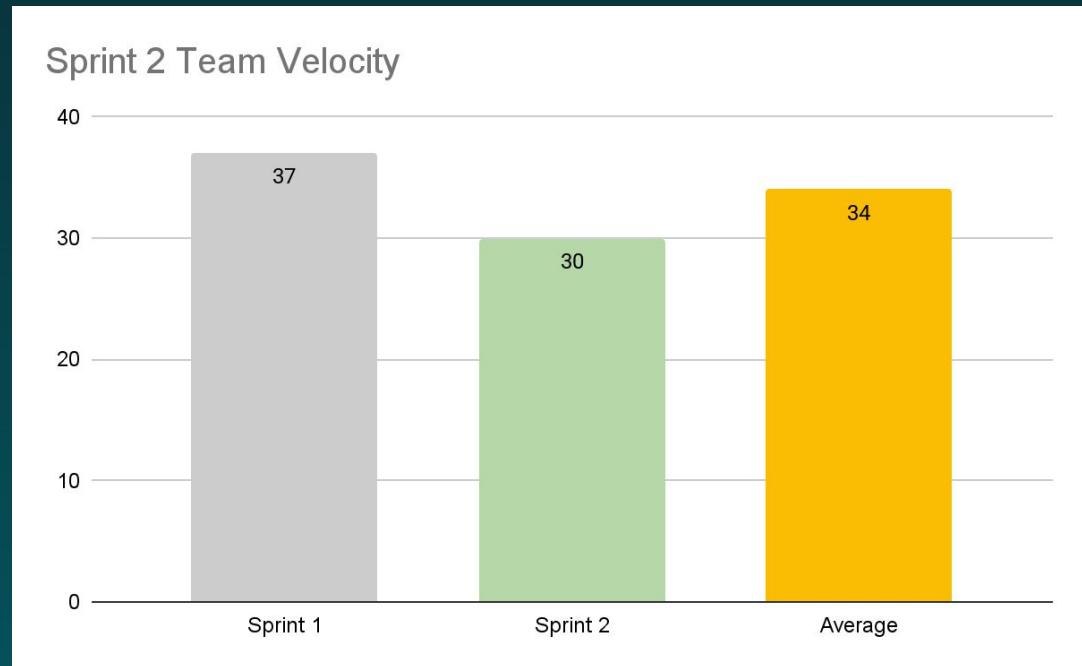
| Story ID | Story description | Story points estimated | Completed/Not Completed |
|----------|---|------------------------|-------------------------|
| US_08 | As a player, I want to personalize the character I will be playing in the story so that I can have more control over my protagonist. | 5 | 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. | 2 | 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. | 8 | Not Completed |
| 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. | 8 | Completed |
| 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 | Completed |
| 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. | 5 | Completed |
| US_14 | As a player, I want to listen to the story, so that I can have an immersive experience | 2 | Not Completed |
| US_15 | As a player, I want to receive clear feedback so I know when my dice roll has passed or failed. | 5 | Completed |

Metrics Sprint 2: Team Velocity

Team Velocity for
Sprint 2: **30**

Average Team Velocity: **34**

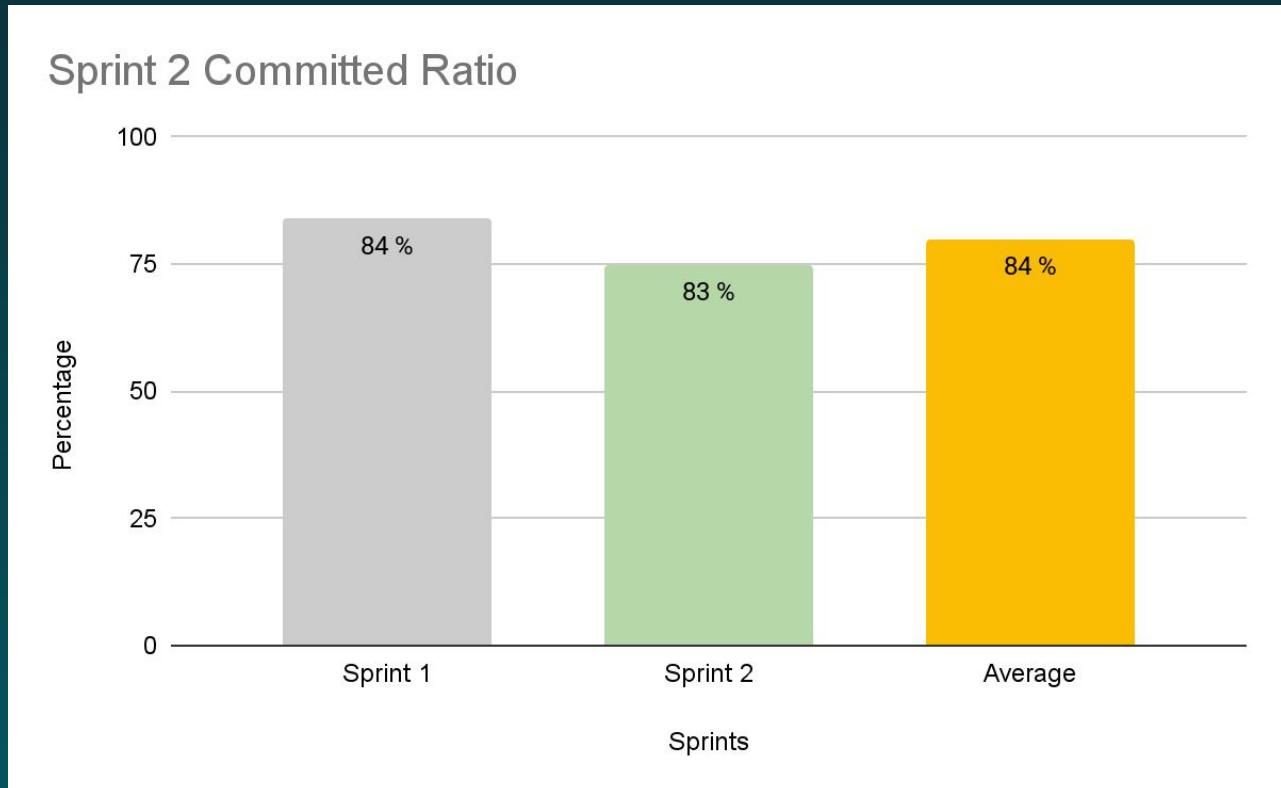
Total points carried over: **10**



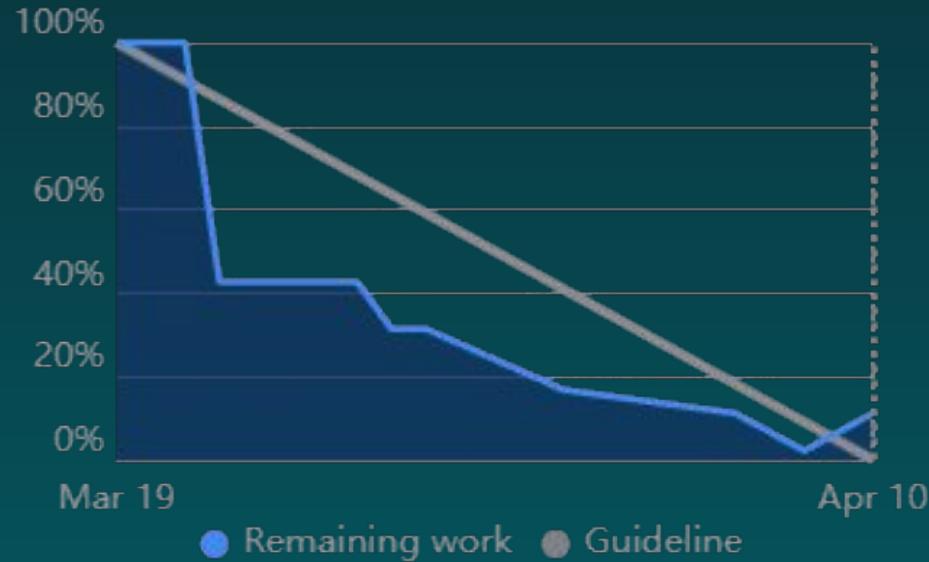
Metrics: Committed/Completed Ratio

Committed Story
points for Sprint 2:
40

Completed Story
points: **30**



Metrics Sprint 2: Burndown chart



Sprint 2 Retrospective

What went well?

- Knowledge sharing
- Broke tasks into subtasks
- Standups kept everyone updated
- Focused on complex tasks first
- Vote of confidence was used well

What could be improved?

- Help offered was not taken
- Documents were not updated on time
- Uneven work distribution
- Better work ethics
- “I’ll finish it by tonight” deadlines
- Documentation was all over the place
- Code practices were not maintained

Our commitments

- Be more available
- Use Jira reports for standups to redistribute tasks
- Ask for help when needed
- Set realistic commitments
- Deadline for code freeze should be respected
- Better understanding of overall project
- Follow modular code practices

SPRINT 3

Sprint 3 Planning

| No. | User Stories | Acceptance Criteria | Story Points |
|-------|---|---|--------------|
| | | | |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |
| 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 |

Sprint 3 Planning

Sprint 3 Backlog:

| 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. | 8 | Not Completed |
| US_14 | As a player, I want to listen to the story, so that I can have an immersive experience | 2 | Not Completed |

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

Race

Class

Background

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

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

[Continue](#)

Project Demo

Let's Play!

The adventure begins... You discover an ancient dragon's scale with strange markings that seem to glow when touched. It pulses with energy, hinting at an unknown secret buried deep in the Dragon's realm. What do you do?

"I smile insincerely, pull out my craft dagger and attempt to chip off a piece of the dragon scale in order to sell it at the local store later."

As you attempt to chip off a piece of the scale, a burst of magical energy sends you reeling backwards, and a cryptic message appears in your mind. "You who dare to defile... Seek me in the heart of the Dragon's Maw..." it says. The scale now lies untouched, its energy seemingly dormant. With this new information, will you journey to the Dragon's Maw or seek advice from the local lore keeper?

""Great! Another voice in my head, like 3 weren't enough". I laugh at the voices, but I do proceed back to the village center, in order to gather information about a journey to the Dragon's Maw. "

Venturing back to the village center, you search for the local lore keeper, a crone known for her wisdom and knowledge of the region's mysteries. Supposedly, she can guide you towards the Dragon's Maw. As you approach her humble hut, filled with the scent of ancient scrolls and a hint of dragon's blood, you wonder: What exactly should you ask her about the Dragon's Maw journey?

Make your move...



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 | | | http://localhost:8081/api/themes |
| 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." } | | http://localhost:8081/api/themes |
| Fetch Story Presets | GET | /api/stories | None | Fetches all available stories from STORY table | | | http://localhost:8081/api/stories |
| 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" } | | http://localhost:8081/api/story |

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> | http://localhost:5000/api/characters |
| Fetch All Characters | GET | /characters | None | Retrieves all of the characters from the database. | | | http://localhost:5000/api/characters |

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 } } | http://localhost:5000/api/characters |

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..." } | http://localhost:8081/api/start-game |
| 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 } | http://localhost:8081/api/play-turn |
| 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 } | http://localhost:8081/api/game-state/:sessionId |
| 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." } | http://localhost:8081/api/end-game |
| Get Player Choices | GET | /api/game-choices/:sessionId | sessionId | Fetches all user choices for a session | None | { "sessionId": "<session_id>", "choices": ["choice1", "choice2"] } | http://localhost:8081/api/game-choices/:sessionId |

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 | { "context": "The knight enters a dark cave.", "userInput": "He lights a torch and looks around." } | [{ "id": "<log_id>", "sessionId": "<session_id>", "context": "The knight enters a dark cave.", "userInput": "He lights a torch and looks around.", "timestamp": "2025-03-05T12:00:00Z" }, { "id": "<log_id>", "sessionId": "<session_id>", "context": "A growl echoes from the darkness.", "userInput": "He draws his sword, ready for battle.", "timestamp": "2025-03-05T12:01:30Z" }] | http://localhost:5000/api/logs |
| Fetch Log Transcripts by session | GET | /api/logs/sessionId | sessionId | Retrieve all logs based on session id | | | <a href="http://localhost:5000/api/logs/<session_id>">http://localhost:5000/api/logs/<session_id> |

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 } http://localhost:5000/api/roll-dice | http://localhost:5000/api/roll-dice |

Wiki page link

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

APPLICATION DEMO

Thank you