

Campaign TTS Processor

Convert D&D campaign scripts to individual character audio files using ElevenLabs TTS.

Project Status: Phase 2 Script Parsing Complete! 🎉

Progress Tracker

✅ Phase 1: Core Infrastructure (COMPLETE)

- ✅ 1_1_1 Initialize Project - Basic folder structure and files
- ✅ 1_1_2 Dependencies & Environment - All packages installed, .env configured
- ✅ 1_1_3 Basic Server Setup - Express server running on port 3001
- ✅ 1_2_1 Frontend Upload Interface - Drag-and-drop file upload working
- ✅ 1_2_2 File Processing Pipeline - File conversion system ready
- ✅ 1_2_3 Initial File Preview - Shows file info and first 500 chars

✅ Phase 2: Script Parsing Engine (COMPLETE)

- ✅ 2_1_1 Core Parser Logic - Smart speaker detection for both formats
- ✅ 2_1_2 Dialogue Extraction - Extracts all dialogue with line tracking
- ✅ 2_1_3 Stage Direction Removal - Removes italics, tracks what was removed
- ✅ 2_2_1 Visual Parse Preview - Shows speakers, dialogue counts, costs
- ✅ 2_2_2 Removed Content Preview - Collapsible view of all removed stage directions
- ✅ 2_2_3 Parse Validation - Checks for issues and warnings

🚀 Phase 3: Speaker-to-Voice Mapping (NEXT)

- ☐ 3_1_1 ElevenLabs Voice Fetching
- ☐ 3_1_2 Speaker Mapping UI
- ☐ 3_1_3 Voice Preview System
- ☐ 3_2_1 Per-Voice Settings
- ☐ 3_2_2 Mapping Persistence
- ☐ 3_2_3 Validation & Warnings

Current Features Working

1. **File Upload:** Drag-and-drop or browse for .md, .txt, .doc, .docx files
2. **File Preview:** Shows file info and content preview
3. **Script Parsing:**
 - Detects speakers in both `**SPEAKER**:` and `SPEAKER:` formats
 - Extracts all dialogue lines
 - Removes stage directions (text in *italics*)

- Tracks line numbers and character counts

4. **Parse Preview:**

- Summary of speakers, dialogues, and character counts
- Speaker breakdown with percentages
- Cost estimation with quota tracking
- Warnings for potential issues

5. **Removed Content Viewer:** Shows all stage directions that were removed

6. **Validation System:** Checks for parsing issues before proceeding

What's New in Phase 2

The parser now includes:

- **Enhanced speaker detection** that handles variations like `JOE (DM)`
- **Character counting** for accurate cost estimation
- **Stage direction removal** with full tracking
- **Parse validation** to catch issues early
- **Beautiful UI** for reviewing parse results
- **Cost warnings** based on ElevenLabs pricing

Quick Start

1. **Start the server:**

```
bash
npm run dev
```

2. **Open browser:**

```
http://localhost:3001
```

3. **Upload a script** and watch it parse!

Environment Setup

Make sure your `.env` file has:

```
ELEVENLABS_API_KEY=your_api_key_here
ELEVENLABS_SUBSCRIPTION_QUOTA=1000000
PORT=3001
```

Next Steps

Phase 3 will implement:

- Fetching available voices from ElevenLabs
- Mapping each speaker to a voice
- Voice preview system
- Saving/loading voice mappings

Known Issues

- Server status indicator may show "offline" even when running (minor bug)
- Using port 3001 instead of 3000 due to conflict

Manual Actions Required

For Phase 3.1.1: You'll need to add your REAL ElevenLabs API key to the .env file

Development Log

- **Phase 1 Completed:** 2024-11-09 - All infrastructure in place
 - **Phase 2 Completed:** 2024-11-09 - Parser fully functional with cost estimation
-

Built with Node.js, Express, and vanilla JavaScript for maximum compatibility