**TaleOn**

***"Keep the tale going… or get roasted together!"***

**Project Overview (MERN + GenAI)**

**Tech Stack:**

* **MongoDB → Store players, rooms, and story archives**
* **Express + Node.js → Handle API routes, game logic, AI requests**
* **React → Frontend UI (room, lobby, story turns, results)**
* **OpenAI API → AI as both player and judge, plus roasting logic**
* **Socket.io → Real-time updates for turns and timer**

**Core Game Flow**

**1. Create / Join Room**

* **Host (admin) creates a room**
* **Others join via code**
* **Solo mode works (you + AI)**

**2. Toss for First Turn**

* **Random toss decides if AI or a player starts**

**3. Turn-Based Storytelling**

* **Circular turn order (AI included)**
* **10 minutes per turn to write your story part**
* **No genre restrictions — players can take the story anywhere**
* **Must connect logically (or hilariously) to previous turns**

**4. AI Final Judgement**

* **At the end, AI reads the entire story**
* **Judges on:**
  + **Flow & coherence (even with genre jumps)**
  + **Creativity & originality**
  + **Overall vibe & immersion**
* **Verdict: Win or Lose**

**5. Roast Session**

* **If Lose → AI *roasts each player individually* for their part**
  + **Brutal, sarcastic, and savage (“Your twist was so bad even Netflix would pass on it.”)**
* **If Win → AI *playfully roasts* everyone with compliments**
  + **Fun, cheeky praise (“That plot hole was huge, but it was so dumb it became brilliant.”)**

**UI / UX Vibe**

* **Full dark mode with neon/glow accents**
* **Modern, playful fonts (Orbitron / Inter)**
* **Timer clearly visible per turn**
* **Smooth animated story scroll**
* **Big, bold action buttons (Write Turn, End Turn, View Roast)**

**📜 TaleOn – Pages & Functionalities**

**1. Landing Page**

**Purpose:** Entry point for players, explains game concept  
**Features:**

* Game title + tagline (“Keep the tale going… or get roasted together!”)
* “Create Room” & “Join Room” big CTA buttons
* Brief “How It Works” section
* Link to “Story Archive” (optional)

**2. Create Room Page**

**Purpose:** Host sets up a game room  
**Features:**

* Input: Player name
* Generate & display **Room Code**
* Option to set:
  + Max players
  + Turn time limit (default: 10 min)
  + AI name/personality
* Start Game button (only host can start)
* Players list as they join (real-time update)

**3. Join Room Page**

**Purpose:** Join an existing game via room code  
**Features:**

* Input: Player name
* Input: Room code
* Join button
* Redirect to **Lobby**

**4. Lobby Page**

**Purpose:** Waiting area before game starts  
**Features:**

* Show player list with host label
* AI player indicator
* Host controls:
  + Start Game button
  + Remove players
* Display room code for sharing
* Fun lobby chat (optional)

**5. Toss Result Page *(or integrated into Lobby/Game Start)***

**Purpose:** Randomly decide first turn (AI or player)  
**Features:**

* Animated coin/toss visual
* Announce winner of first turn

**6. Game Room Page**

**Purpose:** Main gameplay interface  
**Features:**

* Live story feed (scrollable text)
* Active player indicator (highlighted)
* Timer countdown for current turn
* Text editor for current player’s turn (with submit button)
* Disable input for other players when it’s not their turn
* Auto-scroll to newest story entry after each turn

**7. AI Judgement Page**

**Purpose:** Show AI’s analysis & verdict after all turns  
**Features:**

* Full compiled story
* AI verdict: WIN or LOSE
* Criteria ratings (Flow, Creativity, Vibe, Immersion)
* Verdict animation (celebration or fail effect)

**8. Roast Page**

**Purpose:** Deliver AI’s roast or playful compliments  
**Features:**

* Player-by-player roast messages
* Separate section for each player’s burn/praise
* “Play Again” button
* “Save Story” button (for archive)

**9. Story Archive Page**

**Purpose:** Browse past games and stories  
**Features:**

* Filter: Wins / Losses / All
* View full stories with AI verdict & roast
* Shareable story links

**10. Error / Fallback Page**

**Purpose:** Handle invalid room codes, disconnected sessions  
**Features:**

* Friendly error message
* Link to Landing Page

src/

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├── pages/

│ ├── auth/

│ │ ├── Login.jsx

│ │ ├── Signup.jsx

│ │ ├── ForgotPassword.jsx

│ │ ├── ResetPassword.jsx

│ │

│ ├── home/

│ │ ├── Landing.jsx

│ │ ├── Archive.jsx

│ │

│ ├── room/

│ │ ├── CreateRoom.jsx

│ │ ├── JoinRoom.jsx

│ │ ├── Lobby.jsx

│ │ ├── Toss.jsx

│ │

│ ├── game/

│ │ ├── GameRoom.jsx

│ │ ├── Judgement.jsx

│ │ ├── Roast.jsx

│ │

│ ├── misc/

│ │ ├── ErrorPage.jsx

│

├── components/

│ ├── Layout/

│ │ ├── Header.jsx

│ │ ├── Footer.jsx

│ ├── UI/

│ │ ├── Button.jsx

│ │ ├── Input.jsx

│ │ ├── PasswordInput.jsx

└── App.jsx