

# Project briefing

## Problem

Parents often face challenges in creating personalized bedtime stories for their children that are calming, engaging, and developmentally appropriate. Children yearn for imaginative narratives that reflect their unique interests—like their name, favorite animals, or familiar places—but busy parents may lack the time and creativity to craft these tailored stories nightly.

Current storybooks fail to deliver the level of personalization that children desire, and generic storytelling tools often do not adapt to individual preferences. Furthermore, many parents wish to include educational or moral lessons in these stories without sacrificing entertainment value.

Additionally, purchasing traditional storybooks can be costly, as they may only be captivating for a few evenings before children seek something new. This cycle of buying new books to keep pace with changing interests adds to financial strain.

There is a pressing need for a user-friendly tool that generates fresh, high-quality, personalized bedtime stories on demand—one that not only entertains and educates but also strengthens the emotional connection between parents and children while reducing the need for constant book purchases.

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## Challenge

Create an interactive platform that generates personalized bedtime stories for children. The tool should allow for customizable elements (e.g., characters, settings, themes) while ensuring narrative coherence, age-appropriateness, and fostering creativity. Additionally, it should provide a cost-effective alternative for parents, reducing the financial burden of frequently purchasing new storybooks by offering an unlimited supply of fresh, engaging narratives tailored to their child's interests.

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# Target audience

## Primary audience

1. Parents
2. Guardians
3. Children (ages 2-8)

## Secondary audience

1. Teachers
  2. Childcare providers
  3. Extended family members
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# Requirements

## Must have

- Story generation
- Basic customisation
  - Story genre
  - Story environment
  - Story theme
  - Story objective
  - Story lesson
  - Story length
  - Audience age

- Main character names
  - Automatic (supporting) characters
- Textual narrative
- Visualised narrative
- Tested deliverable
- Consistent design
- Simple usability
- WCAG compliance
- Device/browser compatibility
- Educational value
- Entertainment value
- Age appropriate vocabulary

### **Should have**

- Product branding
- Product documentation
- Novice customisations
  - Art style
  - Narration style
  - Main character life forms (human, animal, magical creatures, robot, etc.)
  - Main character traits
  - Main character interests
  - Main character visual details
  - Main character items
  - Side character names
  - Side character traits
  - Side character life forms

- Cultural sensitivity
- Parental controls
- Scaleability
- Internationalisation
- Subtle progress indication

### **Could have**

- Narrative supported by sound
- Interactive elements
- Decision making
- Multiple endings
- Advanced customisation:
  - Recurring characters
  - Reusable customisation configurations
  - Preset customisation configurations
- Previous story continuation
- Follow-up stories
- Story saving functionality
- Offline functionality
- Business model

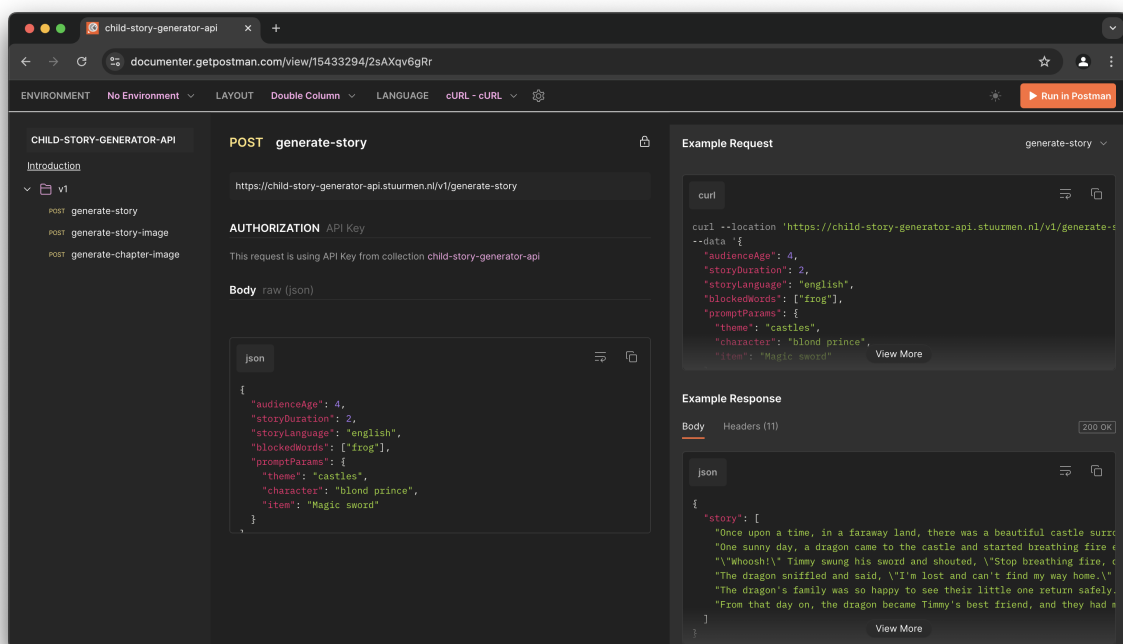
### **Won't have**

- Gamification — It shouldn't be addictive.
- Unaddressed bad behaviour — Negativity should carry educational value.
- Punishment without learning — Negativity should carry educational value.
- Negative endings — Stories should bring comfort.

In addition to all the requirements above, your own input plays a key role in the creation of the final product!

## API documentation

<https://documenter.getpostman.com/view/15433294/2sAXqv6gRr>



## Pitch presentation

<https://pitch.com/v/fontys-project-kick-off-story-generator-dks54j>

## Contact

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## Closing notes

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