

## PersonaEngine - Task #847

Task # 846 (To do): PE-1200: Audition UX Redesign

### PE-1201: Personality Preview Panel

2026-05-10 22:01 - Fredrick Amnehagen

<b>Status:</b> Done	<b>Start date:</b> 2026-05-11
<b>Priority:</b> High	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 100%
<b>Category:</b>	<b>Estimated time:</b> 0:00 hour
<b>Target version:</b> Sprint 13: Audition UX Redesign	<b>Spent time:</b> 0:00 hour
<b>Description</b> <b>As a</b> developer configuring a persona <b>I want</b> to see a live preview of how the persona will behave based on current stats <b>So that</b> I can understand the personality before auditioning <b>Description:</b> Add a "Personality Indicator" panel that shows: <ul style="list-style-type: none"><li>• Communication style (Terse ↔ Verbose) based on verbosity stat</li><li>• Tone (Casual ↔ Formal) based on formality stat</li><li>• Approach (Rigorous ↔ Creative) based on creativity stat</li><li>• Energy level (Impatient ↔ Patient) based on patience stat</li></ul> Visual design: <ul style="list-style-type: none"><li>• Horizontal bars or badges showing each trait</li><li>• Color-coded (phosphor/amber) based on position</li><li>• Updates in real-time as stats change</li></ul> <b>Tech Notes:</b> <ul style="list-style-type: none"><li>• Uses existing stats object in Audition.vue</li><li>• No backend changes needed</li><li>• CSS-only or simple SVG for bars</li></ul> <b>Story Points:</b> 3 <b>Acceptance Criteria:</b> <ul style="list-style-type: none"><li>• Panel shows 4 personality traits</li><li>• Each trait updates when corresponding stat changes</li><li>• Visual style matches retro-brutalist theme</li></ul>	

#### History

##### #1 - 2026-05-10 22:04 - Fredrick Amnehagen

- Priority changed from Normal to High

- Target version set to Sprint 13: Audition UX Redesign

##### #2 - 2026-05-10 22:21 - Fredrick Amnehagen

- Status changed from To do to In Progress

##### #3 - 2026-05-10 22:23 - Fredrick Amnehagen

- Status changed from In Progress to Done

- % Done changed from 0 to 100