

PersonaEngine - Task #853

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

PE-1207: Perks Integration in Audition

2026-05-10 22:03 - Fredrick Amnehagen

Status: Done	Start date: 2026-05-11
Priority: High	Due date:
Assignee:	% Done: 100%
Category:	Estimated time: 0:00 hour
Target version: Sprint 13: Audition UX Redesign	Spent time: 0:00 hour

Description

As a developer customizing my persona

I want to select perks that affect behavior

So that I can create more distinctive and specialized personas

Description:

Integrate the perk system into the Audition workflow:

Backend:

- Define perk model/enum with traits
- Perks stored in active_perks array in persona

Frontend:

- Add perk selection UI in Audition
- Toggle perks like stat sliders
- Show perk badges on persona card

Perk Examples (initial set):

Perk	Effect	Icon
Paranoid	Extra caution, warns about edge cases	☐☐☐
CLI Purist	Prefers command-line solutions	☐☐
Humorist	Occasional jokes, lighter tone	☐☐
Perfectionist	Extra thorough, longer responses	☐☐
Pragmatist	Focuses on working solutions	☐☐☐
Academic	Cites sources, formal references	☐☐
Teacher	Explains concepts, uses analogies	☐☐
Critic	Points out flaws, suggests improvements	☐☐

Tech Notes:

- Perks stored in active_perks JSON array
- Sent to API on audition/save
- Affects system prompt generation

Story Points: 5

Acceptance Criteria:

- Perks displayed as selectable chips
- Selected perks shown on persona card
- Perks sent to API on audition

- Perks persisted on save
- Perks affect persona behavior (visible in chat)

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 22:23 - Fredrick Amnehagen

- Status changed from To do to In Progress

#3 - 2026-05-10 22:25 - Fredrick Amnehagen

- Status changed from In Progress to Done
- % Done changed from 0 to 100