Jser Stories												
S_01		- The user can select from multiple preset stories										
S_01												
3_01	As a user, I want to an option to select a story with a theme, so that I don't have to come up with a new one	(4) - The user can browse and select from 3-4 options in the app. - The app moves to the next step after clicking "Continue"										
	come up with a new one	"Continue"	Preset story options (3-4) Theme Description	Story Setup	34	Sharon Mrun Ajla						
			Expected Result	Execution Status	Exectution Date	Tester						
			Page loads, all information is clearly visible, routes are correct, Landing page matches design On clicking "continue", routes to theme selection									
			routes are correct, Landing page matches design									
		Starts on the landing page Click "continue"	On clicking "continue", routes to theme selection	Passed								
01_01	Landing Page	Click "continue"	page Routes from the landing page Theme page matches design All available themes are loaded from API On selection, selected theme is highlighted On clicking "continue", routes to story selection	Passed	March 8	Dylan						
			Theme page matches design									
			All available themes are loaded from API									
		Routes from the landing page Select a theme	On clicking "continue", routes to story selection									
_01_02	Themes Page	Click Continue	page Routes from the landing page	Passed	March 8	Dylan						
			Routes from the landing page									
			All sussibile stories for seleted theme are loaded									
			from API On selection, selected story is highlighted On clicking "continue", routes to character description page									
		Routes from the theme selection page Select a story Click Continue	On selection, selected story is highlighted									
01_03	Story Page	Click Continue	description page	Passed	March 8	Clive						
r Stories												
		- User can enter a name for their character.										
		User can choose/enter attributes (e.g., nersonality traits skills background)										
		- Character details are saved										
03	As a user, I want to describe the character I will be playing in the story to the app	Character details cannot be modified after starting the story	Main (User) Character Builder Prompt Example prewritten Character prompt	Story Setup	34	Ajla Dhruv						
_00	will be playing it the story to the app	aming the axy.	Country previous Character prompt	Olory Getup	.,	Ajii Dillor						
STS												
	Test Case Title		Expected Result	Execution Status								
	rest case 1890	Test Flow	Expected Result	execution Status	exectution Date	Tester						
			The data for character and in white ten									
	Create a Character	cURL POST command simulating the frontend		Passed	March 8	Farham						
	Fetch All Characters		Returns all of the stored characters	Passed	March 8	Clive						
	Fetch Character by Name	cURL GET command simulating the frontend	Returns all of the character with the name	Passed	March 8	Clive						
		Routes from the story page										
02.04	Character meation errors	Routes from the story page Enter data for the character Click create		Dand								
03_04	Character creation screen	CIER CIESTE		Pending								
er Stories		The system tender along										
		- The system tracks player decisions and adapts the story and determines different endings										
		accordingly. - Choices made early in the game influence later events. - The game provides unique responses based on different player actions.										
	As a user I want to experience an	Charles made early in the game innuence later events.										
_10	As a user I want to experience an interactive novel where my choices dynamically shape the story	- The game provides unique responses based on	Dynamic Story Pivot - Single player	Al Story	55	Dhruv Dylan Clive						
_10	dynamically snape the story	different player actions.	Dynamic Story Pivot - Single player	Al Story	55	Dhruv Dylan Clive						
ITS												
	Test Case Title	Test Flow	Expected Result	Execution Status	Exectution Date	Tester						
		Start a new name session	Al adapts its narration based on previous choices. The story branches differently for different.									
		Start a new game session. Make different choices in the game. Observe how the AI responds to each decision.	- The story branches differently for different									
10_01	Story Adapts to Player Choices	- Observe how the AI responds to each decision.	users.	Passed	March 8	Sharon						
10_01		- Play through the game twice with different early	Choices from early in the name impact exents	Passeu	March 6	SHAIDH						
		- Play should the game twice with different early choices. - Compare how later game events change based on the initial decisions.	and dialogue later.									
		Compare how later game events change based on the initial decisions.	- Different paths emerge depending on decirions									
10_02				Passed	March 8	Sharon						
		Enter random, irrelevant, or unexpected inputs. Observe how the system handles and responds.	- Al gives meaningful responses even for									
_10_03	Al Handles Unexpected Inputs	Enter random, irrelevant, or unexpected inputs.	unexpected inputs.	Passed	March 8	Farham						
10_04	A Fillinger Chespected Inputs	- coaci ve now the ayatem namera and responds.	- cyalem does not dear or density challeny.	1 83500	Man Ci O	1 4011401						
er Stories												
er otories		The Al introduces unexpected but logical events based on player choices. The generated twists maintain continuity within the story. Twists vary across playthroughs for renlaulability.										
		based on player choices.										
		The generated twists maintain continuity within the story										
_12	As a user, I expect the AI to introduce unexpected but logical story developments.	- Twists vary across playthroughs for			55	Farham Dylan						
12	unexpected but logical story developments.	replayability.	Maintain story consistency	Al story	55	Farnam Dylan						
	Test Case Title	Test Flow	Expected Result	Execution Status	Exectution Date	Tester						
			Expected Result	Execution Status	Exectution Date	Tester						
				Execution Status	Exectution Date	Tester						
	Story Continuity is Maintained	Start a session Input multiple decisions Check if generated twists maintain story coherence.	Al-generated twists do not contradict previous story elements.	Execution Status Passed	Exectution Date March 8	Tester						
_12_01	Story Continuity is Maintained	Start a session Input multiple decisions Check if generated twists maintain story coherence.	Al-generated twists do not contradict previous story elements.	Passed	March 8	Dhruv						
:_12_01	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a session Input multiple decisions Chack if generated twists maintain story coherence. Input a decision Retireve logs from the database Vertify If Al-generated context is saved correctly	Al-generated twists do not contradict previous story elements.									
_12_01	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a session Input multiple decisions Chack if generated twists maintain story coherence. Input a decision Retireve logs from the database Vertify If Al-generated context is saved correctly	Al-generated twists do not contradict previous story elements.	Passed	March 8	Dhruv						
_12_01	Story Continuity is Maintained Logs Store Al-Generated Twists	- Start a session I hour multiple decisions I hour multiple decisions I hour multiple decisions I hour multiple decisions I hour multiple make theirs maintain story coherence. I hopical decisions Retrieve logs from the database - Verliff I All operated context is saved correctly - User starts a session and epits sessionful. - User instart a an action and All processes the	Al-generated twists do not contradict previous story elements.	Passed	March 8	Dhruv						
_12_01	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a seasion Input multiple decisions Input multiple decisions Check if generated twists maintain story coherence. Input a decision Input a decision and gets sessional Input and agreements a story update	Al-generated twists do not contradict previous story elements. Al-generated atoly twists are stored in the database under the correct sessionid.	Passed	March 8	Dhruv						
,12_01 ,12_02	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a seasion Input multiple decisions Input multiple decisions Check if generated twists maintain story coherence. Input a decision Input a decision and gets sessional Input and agreements a story update	Al-generated twists do not contradict previous story elements. Al-generated atoly twists are stored in the database under the correct sessionid.	Passed Passed	March 8 March 8	Dhruv						
12_01 12_02 12_03	Story Continuity is Maintained Logs Store Al-Generated Twists	- Start a session - Eput multiple decisions - Eput multiple decisions - Check if generated twists maintain story coherence. - Eput ad excision - Retrieve tops from the database - Eput ad excision - Eput a decision - Eput a decision - User inputs an action and all processes the input and generates action yudule. - Send a GET request to lapidogs/sessionid - Send soft receives the lapidogs/se	Al-generated twists do not contradict previous story elements. Al-generated atoly twists are stored in the database under the correct sessionid.	Passed	March 8	Dhruv						
12_01 12_02 12_03	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a seasion Input multiple decisions Input multiple decisions Check if generated twists maintain story coherence. Input a decision Input a decision and gets sessional Input and agreements a story update	Al-generated twists do not contradict previous story elements. Al-generated atoly twists are stored in the database under the correct sessionid.	Passed Passed	March 8 March 8	Dhruv						
12_01 12_02 12_03	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a seasion Input multiple decisions Input multiple decisions Check if generated twists maintain story coherence. Input a decision Input a decision and gets sessional Input and agreements a story update	Al-generated twists do not contradict previous story elements. Al-generated atoly twists are stored in the database under the correct sessionid.	Passed Passed	March 8 March 8	Dhruv						
12_01 12_02 12_03	Story Continuity is Maintained Logs Store Al-Generated Twists	Start a seasion Input multiple decisions Input multiple decisions Check if generated twists maintain story coherence. Input a decision Input a decision and gets sessional Input and agreements a story update	Al-generated twists do not contradict previous story elements. Al-generated atory twists are stored in the database under the correct sessionid.	Passed Passed	March 8 March 8	Dhruv						
12_01 12_02 12_03 12_04	Story Cordinutly is Maintained Logs Store Al-Generated Twists Logs Retrieved Based on SessionID	- Bart a season. - Clock of personal below. - Reference logs from the distallace. - Ref	All generated hines do not contradict previous doly elements. All generated stary hints are stored in the distallate under the contradict sessions. Logs are correctly retrieved based on sessions.	Passed Passed	March 8 March 8	Dhruv						
_12_01	Story Cordinutly is Maintained Logs Store Al-Generated Twists Logs Retrieved Based on SessionID	- Bart a season. - Clock of personal below. - Reference logs from the distallace. - Ref	All generated hines do not contradict previous doly elements. All generated stary hints are stored in the distallate under the contradict sessions. Logs are correctly retrieved based on sessions.	Passed Passed	March 8 March 8	Dhruv						
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12,01 12,02 12,00 12,00 12,00 14,01 14,01 14,01 14,00 14,00 14,00 17,00 18,00	Story Cordinutly is Maintained Logs Store Al-Generated Twists Logs Retrieved Based on SessionID As a size, I years the All 15 embasses storyleting by generating detailed environmental descriptions and character environmental descriptions and	- Start a season - Food margin dead to the control of the control	All generated hales do not contradict previous doly elements. All generated sharp with an element with the database under the control sessions. Logs are correctly retireved based on sessionst. Using descriptive models with a targer parameter count. Expected Result Display Story Healthy Sociable View	Passed Passed Passed At story Execution Status	March 8 March 9 March 9 S55 Exectution Date	Druv Druv Clive Mrun Clive Tooler						

TC_19_02	Player Makes a Move	Enter any valid choice in the chat box Click Send Al should respond with the next part	User input appears (right-aligned) Al response appears (left-aligned) Auto-scroll updates chat	Passed	March 8	Ajla								
TC_19_03	Ensure Story History Persists on Refresh	Start a game and play a few moves Refresh the page Check if previous story log is still displayed	Story history loads from localStorage/backend Ul restores previous messages	Failed	March 8	Ajla								
TC_19_04	Scroll Functionality	Play through a long session Scroll up and down to verify all messages are accessible	- Story logs remain readable - Scrolling works smoothly	Passed	March 8	Ajla								
TC 19 05	Auto-scroll Behavior on New Message	Scroll up manually Let Al respond Check if it auto-scrolls to the latest message	- Auto-scroll only occurs if the user is at the bottom of the chat	Passed	March 8	Farham								