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Total Control
- Start a session
- Input multiple decisions
- Check if generated twists maintain story TC_12_01 Story Continuity is Maintained - Coherence. Al-generated twists do not contradict previous story elements. Passed March 8 Dhru
- Input a decision
- Retrieve logs from the database Al-generated story twists are stored in the
TC_12_02 Logs Store Al-Generated Twists - Verify if Al-generated context is saved correctly database under the correct sessionId. Passed March 8 Dhru - User starts a session and gets sessionId.
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No.	Test Case Title	Test Flow	Expected Result	Execution Status	Exectution Date	Tester
TC_19_01	Start Game and Display Initial Story	Select a theme and choose a story Start the game Check if the first narration appears Scroll down to see if it's readable	- The story text is shown correctly - UI auto-scrolls to the latest message	Passed	March 8	Farham
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 - UI 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