User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_11 As a player, I want to interact with other non playable characters as an active part of the story so I can have additional members to interact with.	TC_11_01	NPC Appears	- Start game - Explore Campaign until story's NPC makes an appearance - NPC is mentioned in the generated context	Throughout the narration, NPCs makes an appearance in their assigned story.	NPCs make an appearance in their assigned story. Users can trigger NPC appearance at times.	Passed	April 2nd	Dylan
	TC_11_02	User Interaction with NPC	- Start game - Explore Campaign until story's NPC makes an appearance - Request an interaction directed to the NPC - NPC responds accordingly	User can interact with NPCs, and NPC responds according to their preset character description, while maintaining the story's logical continuity.	User can interact with NPCs. NPC respond according to their preset character description, while maintaining the story's logical continuity.	Passed	April 2nd	Dylan

User Story	No.	Test Case Title	Test Flow	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_13 As a an admin user, I want to add interesting yet feasible NPC's that fit the storyline into the preset so that the player can have additional NPCs to interact with throughout the story.	TC_13_01	Add NPC to database	- Add NPC with required fields - "Create NPC"	Created NPC should appear at the top of lthe list	Created NPC should appear at the top of the list	Passed	April 2nd	Clive
	TC_13_02	Edit Created NPC	- Select previously created NPC - Edit NPC - Edit Fields of previously Created NPC - Save edited fields	Only changed fields should be updated, rest of the fields should remain as is. NPCs should appear against the stories they've been assigned to	Only changed fields should be updated, rest of the fields should remain as is. NPCs should appear against the stories they've been assigned to	Passed	April 2nd	Clive

User Story	No.	Test Case Title	Test Flow	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_12 As a player, I want my character's actions to be determined by a dice roll so there is unpredictablitiy in outcomes	TC_12_01	Detect dice roll requirement from AI response	- Submit a player action that has uncertainty - Backend sends prompt to AI - AI responds with requiresRoll: true	- AI response includes requiresRoll: true - Threshold is a number between 1 and 6	- AI returned requiresRoll: true and a valid threshold	Passed	April 2nd	Sharon
	TC_12_02	Lock input when roll is pending	- AI requires dice roll - Frontend receives roll requirement - Input is disabled	- User input is disabled until roll is completed	- Input was disabled as expected	Passed	April 2nd	Sharon
	TC_12_03	Trigger /api/roll-dice and receive outcome	- Click dice roll button in UI - Sends POST to /api/roll-dice - Receives new narration	- Dice roll sent to AI - New story progression returned based on result	- Narration continued as expected after roll	Passed	April 2nd	Sharon
	TC_12_04	Save dice roll result in session log	- Trigger dice roll via UI - Complete the roll - Check database for updated log	- Log includes diceRoll, threshold, success/fail	- Roll data saved correctly in logs	Passed	April 2nd	Sharon
	TC_12_05	Unlock user input after dice roll handled	- Submit an action that triggers roll - Perform dice roll - Input becomes available	- Input field is re-enabled after roll outcome is received	- Input unlocked successfully post-roll	Passed	April 2nd	Sharon

User Story	No.	Test Case Title	Test Flow	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_15 As a player, I want to receive clear feedback so I know when my dice roll has passed or failed.	TC_17_01	Dice roll success feedback	- Start a story that requires a dice roll - Perform an action triggering a roll - Roll a value above the threshold	- A clear message indicates success - Visual cue or animation confirms positive outcome	- Success message shown - Visual cue displayed	Passed	April 2nd	Ajla
	TC_17_02	Dice roll failure feedback	- Start a story that requires a dice roll - Perform an action triggering a roll - Roll a value below the threshold	- A clear message indicates failure - Visual cue or animation reflects failure	- Failure message shown - Visual cue displayed	Passed	April 2nd	Ajla
	TC_17_03	Roll result shown immediately after roll	- Trigger a dice roll - Observe UI immediately after roll is completed	- Roll result (e.g., 5/6) is immediately shown to player	- Dice result shown without delay	Passed	April 2nd	Ajla
	TC_17_04	Narrator response reflects success or failure	- Trigger a dice roll - Receive narration from AI after result - Check if outcome is reflected in story progression	- AI narration describes the consequences of success or failure clearly	- Narration includes outcome-based progression	Passed	April 2nd	Ajla

User Story	No.	Test Case Title	Test Flow	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_03 As a player, I want to describe the character I will be playing in the story to the app	TC_03_01	Create a Character	-cURL POST command simulating the frontend	-The data for character and its attributes is stored in the database under its collection name	-Datas were successfully stored in the database under the characters collection.	Passed	April 2nd	Farham
	TC_03_02	Fetch All Characters	-cURL GET command simulating the frontend	-Returns all of the stored characters	-A list of all created characters was returned as a JSON array	Passed	April 2nd	Farham
	TC_17_03	Fetch Character by Name	-cURL GET command simulating the frontend	-Returns all of the character with the name	-JSON response was returned containing the specific character	Passed	April 2nd	Farham
	TC_03_04	Character creation screen	-Routes from the story page Enter data for the character Click create	-Successfully creates and saves the character with all entered details. -The user is redirected to character summary page showing the entered information.	-The character summary page with all entered details displayed	Passed	April 2nd	Farham

User Story	No.	Test Case Title	Test Flow	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_09 As a player, I want the AI to enhance storytelling by generating detailed environmental descriptions and character emotions.	TC_09_01	-AI Generates environmental descriptions	- Story is initiated - User types input	- The AI provides a detailed explanation of the environment	- Detailed environment descriptions were provided	Passed	April 2nd	Mrunmai
	TC_09_02	-AI Generates character emotions	- Story is initiated - User types input	- The AI includes emotional context	- Character emotions were expressed during storytelling	Passed	April 2nd	Mrunmai

User Story	No.	Test Case Title	Test Flow	Expected Result	Actual Result	Execution Status	Execution Date	Tester
US_10 As a player, I would like to know when I have reached the conclusion of the game so that I know I have reached the end of the session	TC_07_01	Ending via requirement satisfaction	- Select a story - Perform actions that satisfy ending requirement - Backend detects similarity with ending conditions - AI sets "End of Game": true in response	- Narration ends with a conclusive message and "End of Game": true is returned - Session is marked inactive on frontend	- "You continue your training, hoping one day to uncover more about the dragons. What do you?" - "End of Game": true - Session id deleted	Fail	April 6th	Dhruv
	TC_07_02	Ending via max iteration fallback	- Play a story without meeting requirements - Continue until max iterations reached - AI is forced to end the game	- Narration ends with a loss and "End of Game": true - Player sees feedback about session conclusion	- Banner displays Victory or loss - Game ends after 10 iterations	Pass	April 6th	Dhruv
	TC_07_03	End game feedback visibility	- Reach "End of Game" from AI response - Observe frontend UI	- Clear message shown that story has ended - Input is disabled or hidden	- Banner displays Visctory or loss - Chat input disabled	Pass	April 6th	Dhruv