User Story	No.	Test Case Title	Test Flow Steps	Expected Result	Actual Result	Execution Status	Exectution 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_10_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	Pass	May 1st	Dhruv
	TC_10_01	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	March 31st	Dhruv
	TC_10_01	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	March 31st	Dhruv
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
As a user, I want the app to dynamically adapt to me and my friends choices, while keeping the story interesting	TC_19_01	Add additional players before starting the game	1. Launch app 2. Start a new game 3. Use the option to add more players	Additional players are added and displayed in player list	Players added successfully and displayed with correct names on screen	Pass	March 31st	Ajla
	TC_19_02	Story updates after each player's input	1. Each player submits a choice in turn 2. Observe the narration	Story updates after each input, respecting the active player's input	Narration updated correctly after each player action	Pass	March 31st	Ajla
	TC_19_03	Dice roll is triggered as a shared/universal action	1. Add multiple players 2. Perform an action that requires a dice roll 3. Observe dice roll behavior across all players	A single dice roll is triggered and shared for all players; result affects story progression globally	Dice roll triggered once and shown to all players; story response based on outcome	Pass	March 31st	Ajla
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
US_16 As a player, I want to choose the number of players so we can explore adventures together	TC-16-01	Display player selection	Launch game → Reach Character Description Page → See Add button to add players	Inuitively recognize the multiplayer option	Found the button on the character page, was slightly confusing at first, but user quickly understood the function.	Passed	May 1	Dylan
	TC-16-02	Select number of players and proceed	On Character Description Page → Press Add Button → Add additional Players	Add additional players that are present during Playthrough	After Selecting the number of players, the game started and could now input multiple responses.	Passed	May 1	Dylan
	TC-16-03	Prevent selecting fewer than 1 player	Remove additional players → When player count is 1 → Delete Button Disabled	Have a minimum of one player in each session	Upond trying to delete all the player, the final player doesnt get deleted because the delete button becomes disabled.	Passed	May 1	Dylan
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
US_20 As a player, I want to determine which player goes next so I can choose who makes the next interaction in a multiplayer game	TC_20_01	Show correct player turn in UI	1. Select different players to take turns 2. Observe UI update	UI clearly shows whose turn it is	- UI correctly highlights next player - Input disabled for other players, enabled for correct one	Pass	May 1st	Clive
	TC_20_02	All players can input simultaneously	1. Add 3 players 2. All players type and submit input at once	Game accepts input from all players without blocking	All inputs were received and processed independently	Pass	May 1st	Clive
	TC_20_03	Player selection is optional	1. No player is explicitly chosen 2. Any player submits input	System should accept the input and proceed	Input was accepted without requiring all players input	Pass	May 1st	Clive
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
US_19 As a user, I want the app to dynamically adapt to me and my friends' choices, while keeping the story interesting	TC_19_01	Dynamic branching based on group decisions	- Start a multiplayer story session - Each player makes different choices - Observe narrative branching and updates	- Story branches according to collective player choices - Narrative changes and adapts contextually	- AI generated new narrative path based on mixed player decisions - Story evolved without breaking flow	Pass	May 1st	Sharon
	TC_19_02	Maintain engaging narrative flow	- Progress through 6–8 interaction rounds with varying tones (e.g., conflict, cooperation) - Observe story continuity and tone maintenance	- Story remains coherent, engaging, and logically consistent despite varied inputs	- Narrative remained consistent - Tone was preserved despite diverging choices	Pass	May 1st	Sharon
	TC_19_03	Adaptive response to unexpected input	- One player makes a random or illogical choice - Check how story adapts and responds - Monitor if story coherence is maintained	- AI handles unpredictable input gracefully - Provides creative narrative continuation	- Unexpected inputs did not break flow - Adaptive response kept story immersive	Pass	May 1st	Sharon
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
US_22 As a player, I want the game to have graphics and animations which enhance the storyline so that I can have a more visual experience	TC-22-01	NPC images are shown when mentioned in context	Start a session and start looking for an NPC until they appear in close proximity to the protagonist.	NPCs Portrait appears whenever the protagonist is standing close to a NPC. If there are multiple NPCs, all of their portraits appear at the same time.	Throughout the playthrough, whenever an NPC was mentioned in the generated context, their portrait would appear on the screen.	Passed	May 2	Dylan
User Story	**No.**	**Test Case Title**	**Test Flow Steps**	**Expected Result**	**Actual Result**	**Execution Status**	**Exectution Date**	**Tester**
US_18 As a player, I want to interact w the game with voice controls, so that i can have an immersive experience	TC_18_01	Microphone button initiates speech recognition	-Load the game page in a modern browse -Click the "Talk to Game" button -Speak clearly into the microphone"	-Speech recognition starts -Spoken words are captured correctly	-Speech recognition begins -Spoken command is logged and sent to the backend	Pass	May 1st	Farham
	TC_18_02	Voice button reads a story segmen	-Load the game page in a modern browse -Click "Play Story" -Listen to the output	-Browser audibly reads the story text using speech synthesis	-Browser reads the segment of the story in natural voice	Pass	May 1st	Farham