

Agate International Quality Assurance Assignment 2 - Bug Report

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Case Study I - Role-Playing Game Battle Footage (**Defect Confirmed**)

[1] Title : *Enemy NPC failed to execute skill.*

[2] Environment : PC (mouse pointer visible on-screen)

[3] Bug Description :

[3.1] In a two-party group, ensure that one of party members health drop to about 8 to 10% left,

[3.2] Enemy NPC (*two-horned massive bull*) build energies to execute multiple attacks to knock out this party member,

[3.3] The AI of Enemy NPC (*two-horned massive bull*) first used the **Stomp** skill, it does zero damage to this party member,

[3.4] The AI of Enemy NPC (*two-horned massive bull*) decided to use the remainder energy built to execute **Charge Stomp**,

[3.5] The animation of the **Charge Stomp** plays out, but it does not register any damage to this party member.

[4] Expected Result :

I inferred that **Charge Stomp** should have register damage to the one of the parties' members after the animation to execute it plays out.

[5] Actual Result :

Skill **Charge Stomp** failed to register damage after the animation played out.

[6] Visual Proof of Bug :

[6.1] Screenshots,



[6.2] Video Captured by Players,

URL <https://bit.ly/424S2Jm>

Video duration : 31 seconds,

Bug begins between the 22 to 25 seconds.

[7] Bug Severity

Minor

results in some unexpected or undesired behavior, but not enough to disrupt gameplay function.

[8] Bug Priority

Medium

Bug can be fixed in the normal course of development and testing.

Case Study II - Puzzle Game Stages Selection Menu (**Defect Confirmed**)

[1] Title : Missing Play Now button under the locked stage of Pair Up game.

[2] Environment : Mobile Games

[3] Bug Description :

[3.1] In the **Pair Up** Puzzle Game stages selection, there is a **Play Now** button under each stage.

In this stage's selection menu, we can hit the arrow left or right to check other available stages.

[3.2] The Player hit this arrow to check what is the next stage after **Pair Up's stage 1**,

[3.3] The Player noticed that the next stage of **Pair Up** is still locked,

It requires the Player to reach account level 3 of the **Pair Up** game,

However, the **Play Now** button should have been present and

From the footage sent by the player, it is revealed that this button is missing.

[3.4] Still, the Player attempted to check what pop-up banner would display when tapping this locked game mode.

[3.5] When the Player tapped the locked icon of the stage in question, it throws the following message:

***Time Attack: Stage 1, You currently have a progress in this stage,
followed with two buttons [1] New Game and [2] Continue.***

[4] Expected Result :

I inferred that Player can only view a pop-up banner describing what to complete before continuing to the next stage when tapping the **Play Now** button located under available stage.

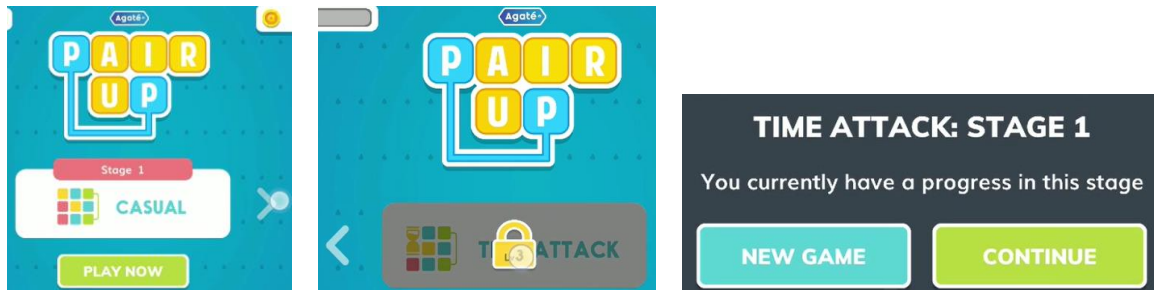
[5] Actual Result :

[5.1] The Player can view pop-up banner describing what to complete before continuing to the next stage without tapping the **Play Now** button located under the available stage.

[5.2] The **Play Now** button is missing.

[6] Visual Proof of the Bug :

[6.1] Screenshots,



[6.2] Video Captured by Players,

URL <https://bit.ly/3oUcFdb>

Video duration: 7 seconds

[7] Bug Severity

Minor

results in some unexpected or undesired behavior, but not enough to disrupt gameplay function.

[8] Bug Priority

Medium

Bug can be fixed in the normal course of development and testing.