

Manual Testing Report

Integrációs és ellenőrzési technikák - 2023 / tavasz

Csapat: nemtomge

Content

Jira link

<https://nemtonge.atlassian.net/jira/software/projects/NEM/boards/1>

Roadmap

Analyse current testing strategy

Understanding manual testing strategies

Evaluating strategies from the project's perspective

- Verifying the correct functioning of features
- Reviewing existing tests, attempting to optimize and assess their coverage of functionalities
- Writing additional test cases

Detecting bugs

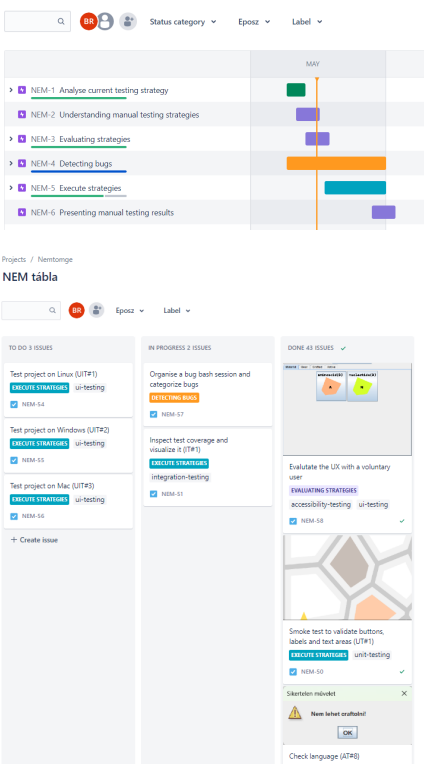
- Bug bash
- Exploratory testing

Execute strategies

- Usability testing
- Creating enhancement recommendations
- UX testing with a real-life user

Presenting results

- Creating documentation, diagrams, and roadmap



Used manual testing strategies

Rating of strategies based on their expected impact in the project out of 3 stars.

1. Unit testing (*)

Reason: Basic functionalities are already tested due to the expectations of the Project Laboratory course.

To do: quick smoke test to check the buttons, tabs and text areas

2. Integration testing (***)

Reason: The project already contains 33 test cases which mostly test the edge cases

To do: inspect the test coverage, create diagrams and and supplement it with more test cases if it is incomplete

3. System testing (**)

Reason: Integration tests cover the riskier zones

To do: validate the project by playing a full game (see Accessibility testing)

4. UI testing (**)

Reason: the appearance was not the main focus of the project

To do: test the project on Linux, Windows and Mac machines, make recommendations regarding appearance

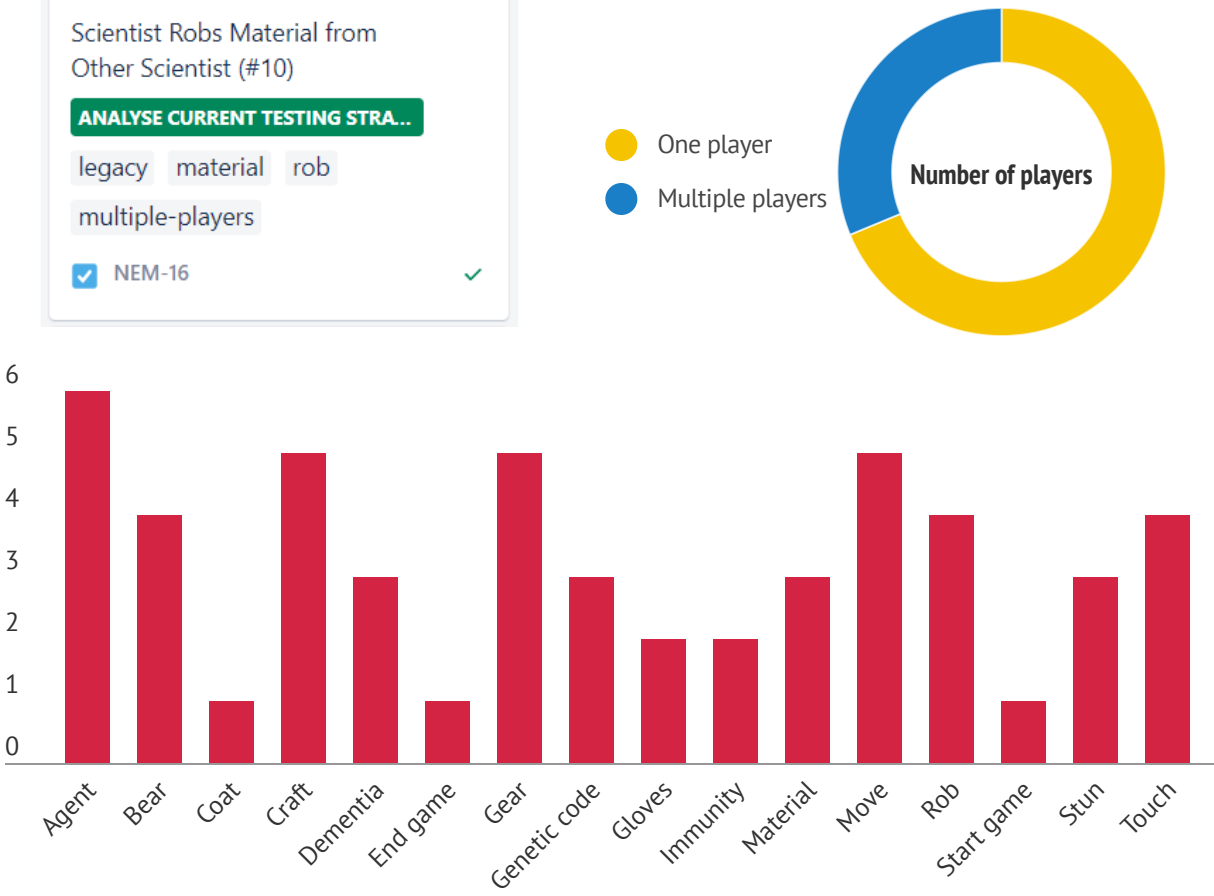
5. Accessibility testing (***)

Reason: the accessibility of the game has not been tested before

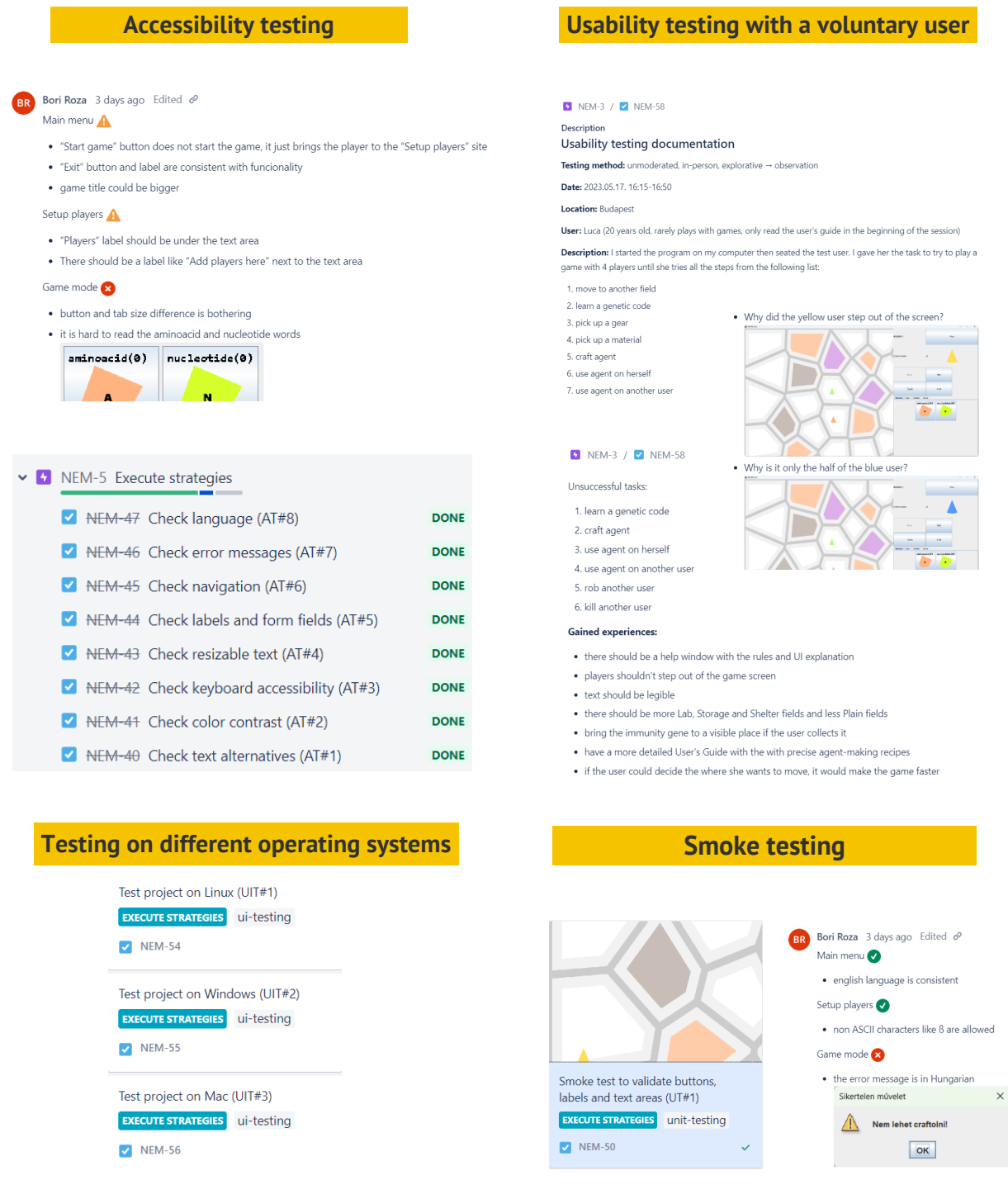
To do: follow accessibility requirements and make recommendations, test the UX with a voluntary user and play a full game with them

Analysing existing test coverage

I picked up the existing test cases as Jira cards, to create a transparent testing system, which can be used for further development.



Bugs and feedbacks



Conclusion

In conclusion, while most of the bugs may not have a significant impact on gameplay, it is important to acknowledge that their presence, regardless of their severity, they can detract from the overall user experience. The design and the user experience should be further developed.



Usability



UI



UX