

# Manual Game Testing Report: Knight on The Moon - Technical and UX Findings

**Tester:** Süleyman Yılmaz

**Test Date:** [2025-07-02]

**Platform:** Itch.io (Browser – Unity WebGL)

**Game URL:** <https://kn56k.itch.io/knight-on-the-moon>

## 1. Overview

This report summarizes manual QA testing performed on the browser-based Unity game *Knight on The Moon* by IcyTea, focusing on both technical bugs and user experience (UX) observations.

## 2. Environment

- **Browser:** Google Chrome (v123.0.x)
- **OS:** Windows 10
- **Resolution:** 1920x1080
- **Test Duration:** ~30

## 3. Bugs & Technical Issues

#	Description	Steps to Reproduce	Reproducibile?
1	Game entry	Although the story is short at the beginning of the game, it is hard to skip and we get this story again every time we die.	Yes
2	Gameplay Panel	We try all the keys on the keyboard to switch to the game panel. This can be a big problem when it becomes a normal game.	Yes
3	Monsters wandering around the same axes	Monsters stick together around the same axis after a certain amount of time. After the first main location,	Occasionally

	they may wander around that area more.	
4 Crossing the borders	We can advance further when we pass through some lands in the area where we first gained power. This also affects the purpose of why this is so.	Occasionally
5 Character Diagonal running animation	When we press the "A" - "AND" - "D" keys at the same time on the character, there is a strange animation transition and it looks bad. Especially when there is a place we need to reach.	Yes
6 Inability to pass through water	It is not explained why we cannot pass through the water, or if the water was poisonous our health would decrease, but it does not. Why we cannot pass should be explained with a text.	Occasionally
7 Some trees cannot be passed through or exploded.	While the game was flowing, I came across a section and tree roots appeared in front of me and I tried to explode it but it didn't work even though there was a transition there. It might be a bug.	No
8 Reformation of broken stones	When making scene transitions, we need to break the stones and when we go to the next scene and then go back to the scene we first came from, the stones come back. It could be a mistake.	Yes
9 Re-spawning of Killed Monsters	When we kill the green monsters, the monsters respawn after the scene change.	Yes

## 4. UX Feedback

- The game is really fun, it draws you in but sometimes it gets lost. Maybe a small map could be added. As we travel around, that map could take shape.
- If the button at the entrance and the story transition are adjusted, the game can be played more smoothly and with more enthusiasm by the user.
- Character running or those transition animations can be more impressive if they pass with a softer texture.
- Not having the stones and monsters come back again can make the flow of the arrow better.

## 5. Additional Technical Insight

- If language support is added, it may attract more players.
- The game mechanics are very good, all the buttons work.
- Maybe the in-game layers can be worked on.

## 6. Conclusion

*The game is really fun, you did a great job. I prepared this report based on the things I noticed in your game, I am trying to improve myself with manual testing. Maybe other people didn't notice what I noticed. My aim is to be useful to both myself and you. Negative criticism is to make your game better.*

## Appendix

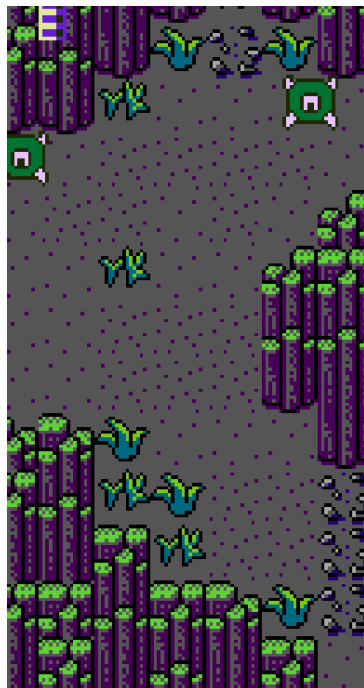
### 1.Game entry



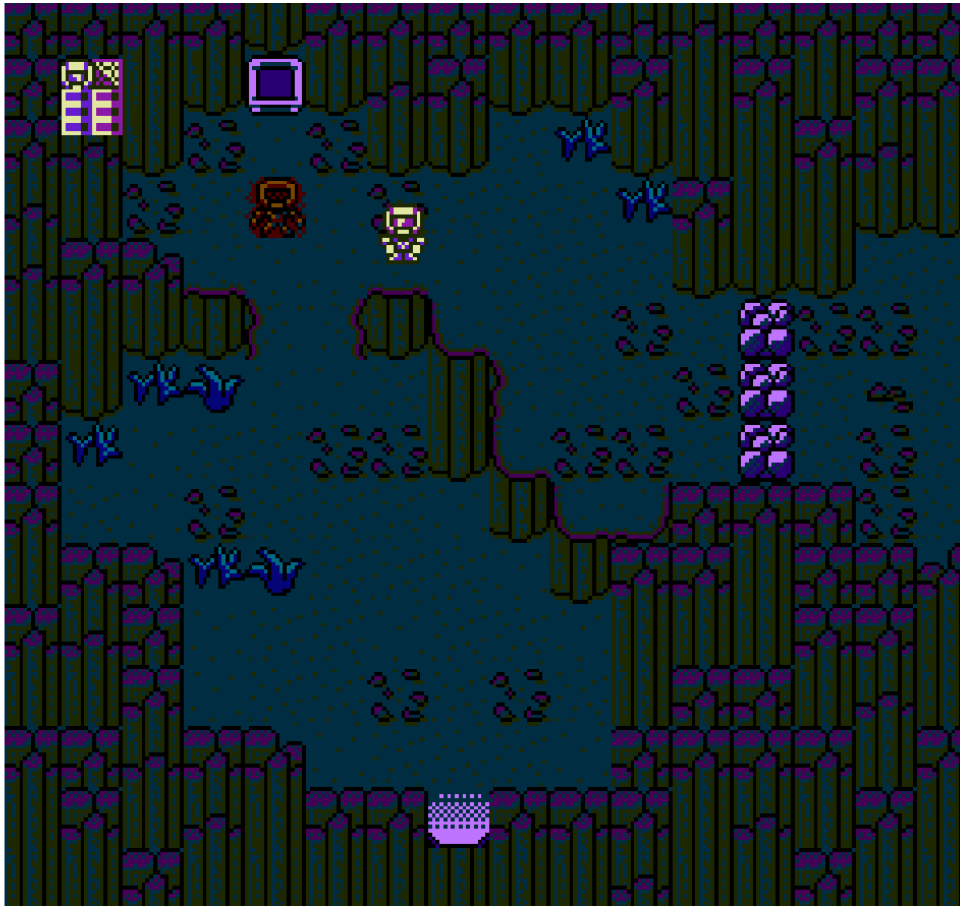
## 2. Gameplay Panel



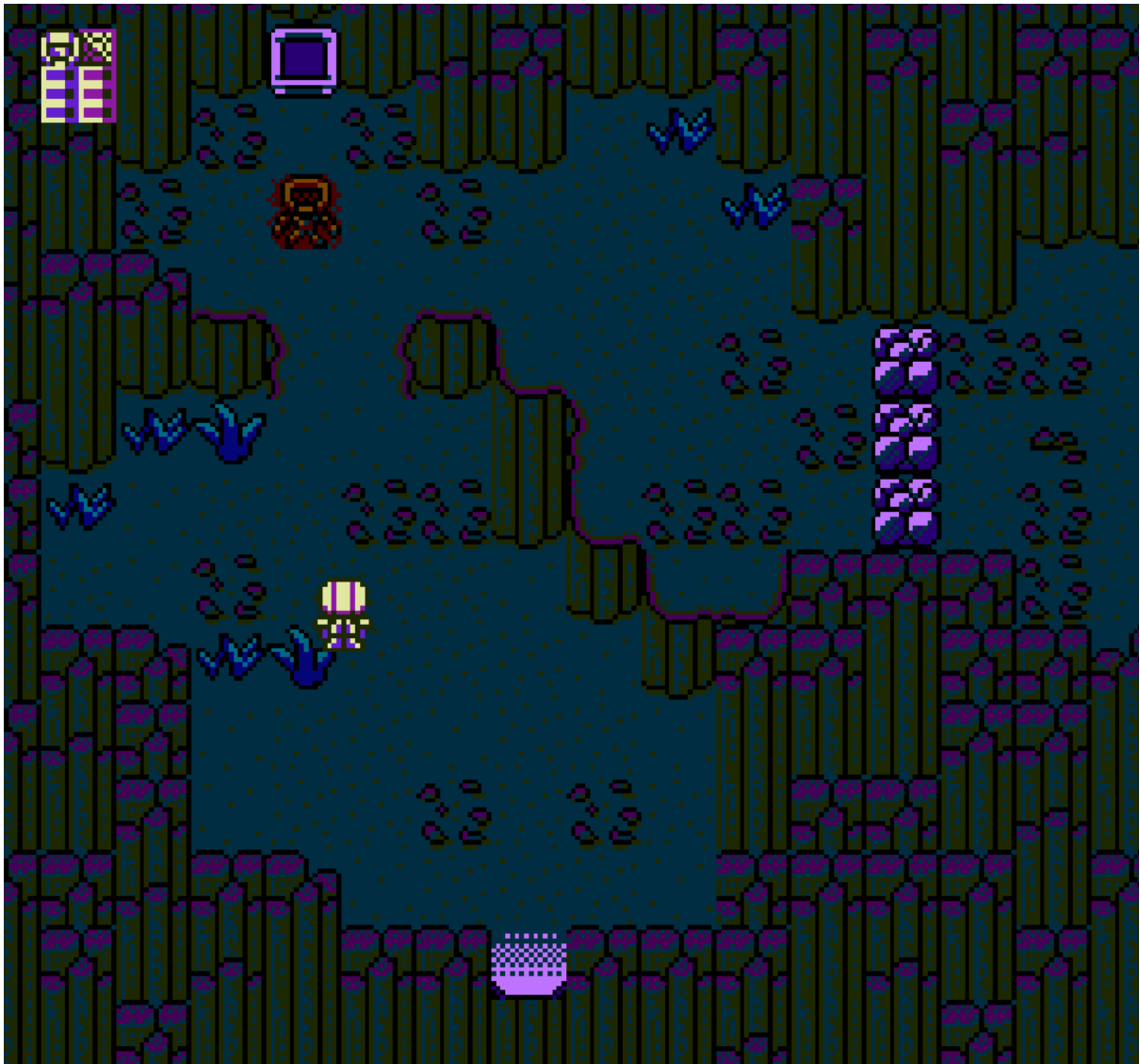
## 3. Monsters wandering around the same axes



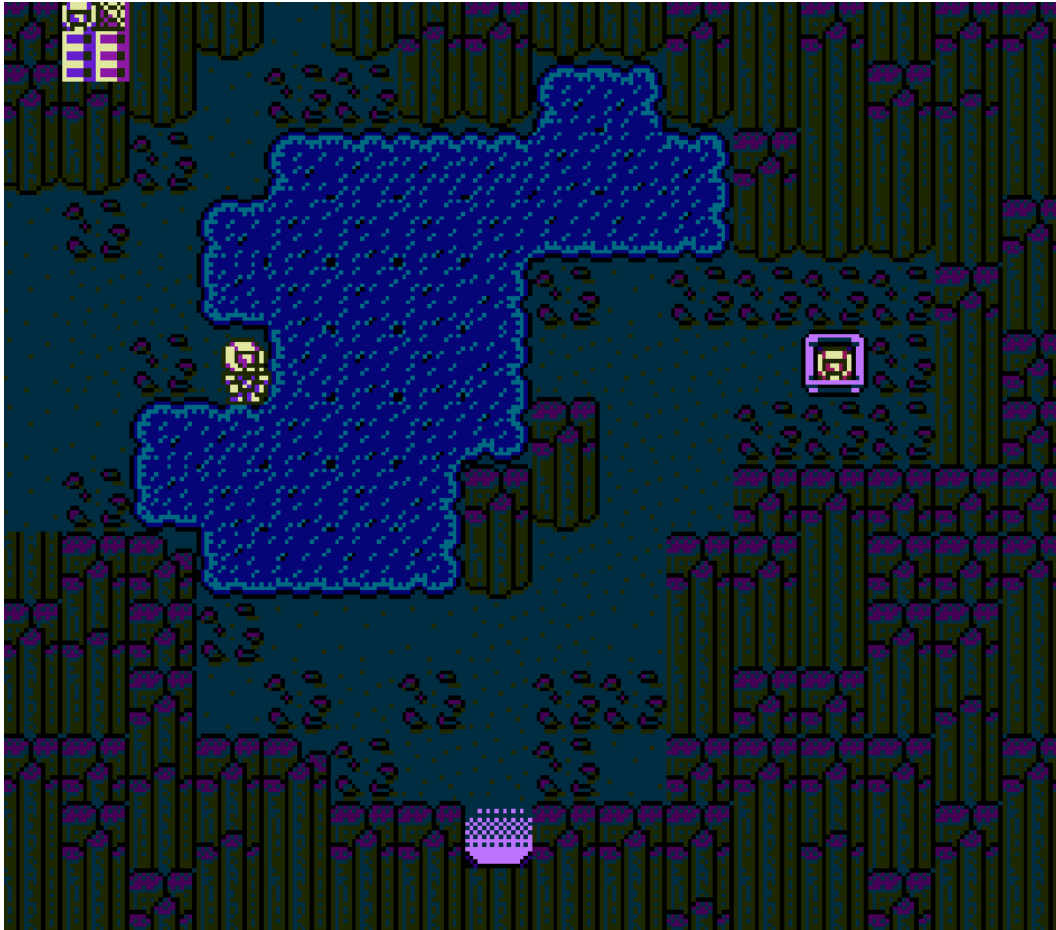
#### 4. Crossing the borders



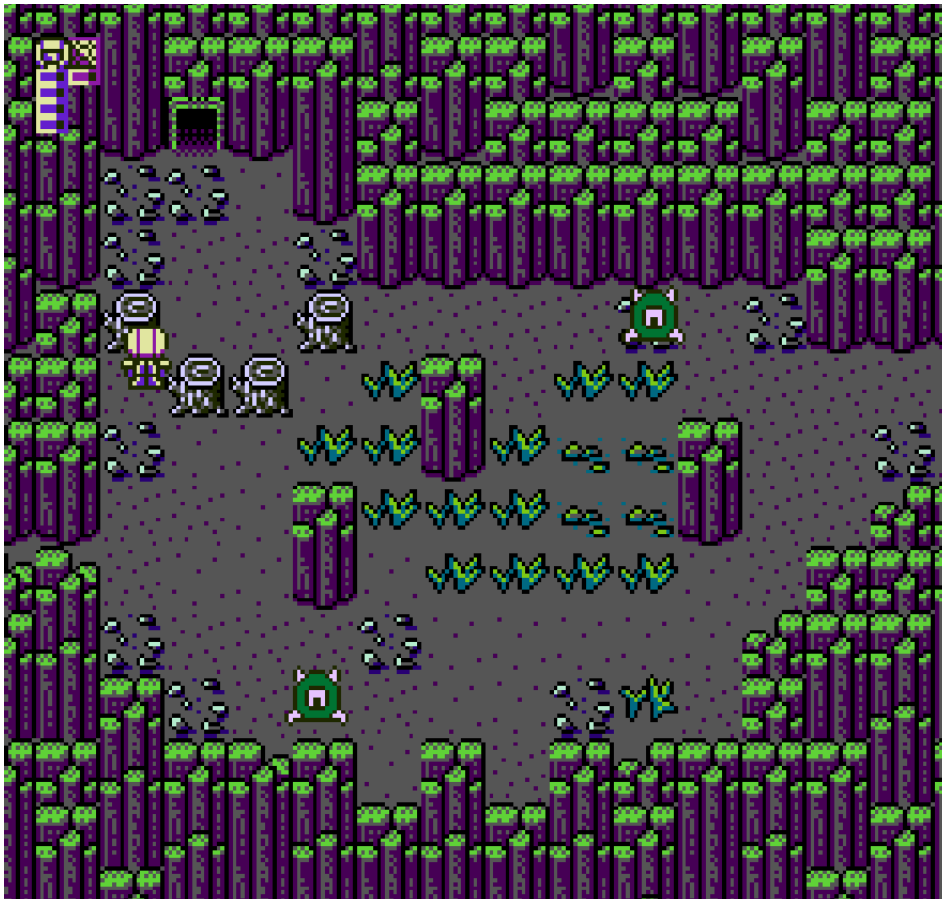
## 5. Character Diagonal running animation



6. Inability to pass through water

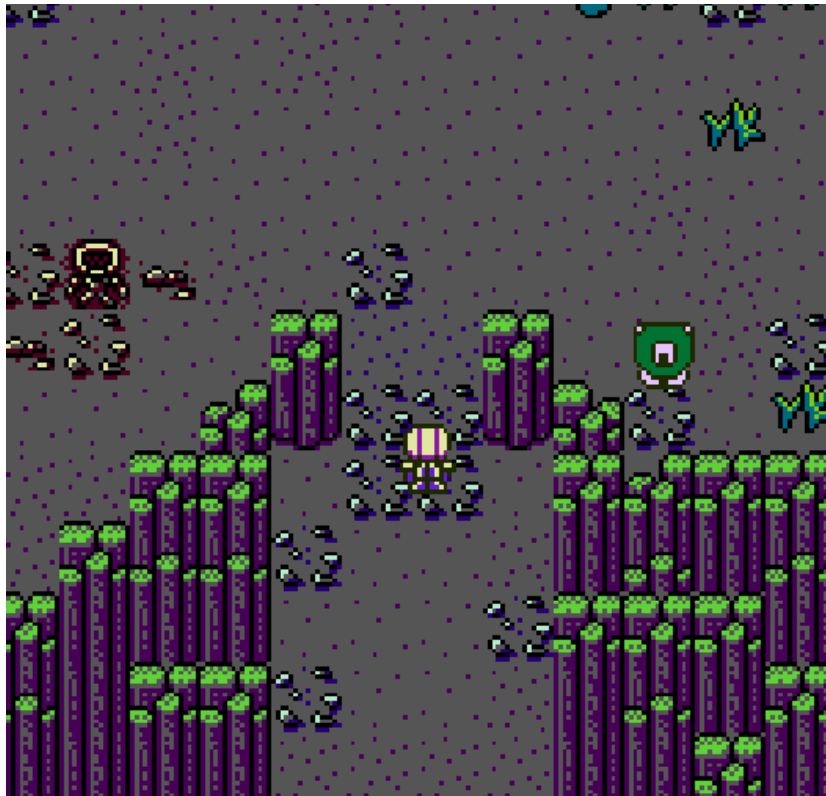


7. Some trees cannot be passed through or exploded





## 8. Reformation of broken stones



## 9.Re-spawning of Killed Monsters

