Manual Game Testing Report: Warrior Cats – Technical and UX Findings

Tester: Süleyman Yılmaz
Test Date: [2025-06-26]
Platform: Itch.io (Browser – Unity WebGL)
Game URL: https://certainlysomething.itch.io/hickory-isles

1. Overview

This report summarizes manual QA testing performed on the browser-based Unity game *Warrior Cats: Hickory Isles 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	Reproducible?
1	In-game texts	It is very difficult to see some texts in the game, especially at the beginning.	Yes
2	Skipping conversations	Conversations flow quickly when the left mouse button is pressed.	Yes
3	In-game button mechanism can be displayed again	In-game mechanisms can be shown or reminded to the player again with a button.	Occasionally

| 4 | Teleport to another location in the game | Teleport to the main settlement after talking to a group of cats in-game (Brown Place) | Yes |
| 5 | Half of the character disappears at the beginning of the game | When the character goes to the far right at the beginning of the game and reaches a certain place, the character cannot change place but half of it disappears. | No |

.

4. UX Feedback

- The game looks really fun, maybe it would be better if the player could change the songs themselves.
- Fonts can alienate the player at the entrance, they give the impression of a mistake rather than attracting the player at the entrance.
- The cat only moves horizontally, that is, on the x-axis. It may move slightly upwards or change direction.
- If a button could be put to the screen to pass the conversation between cats and others.
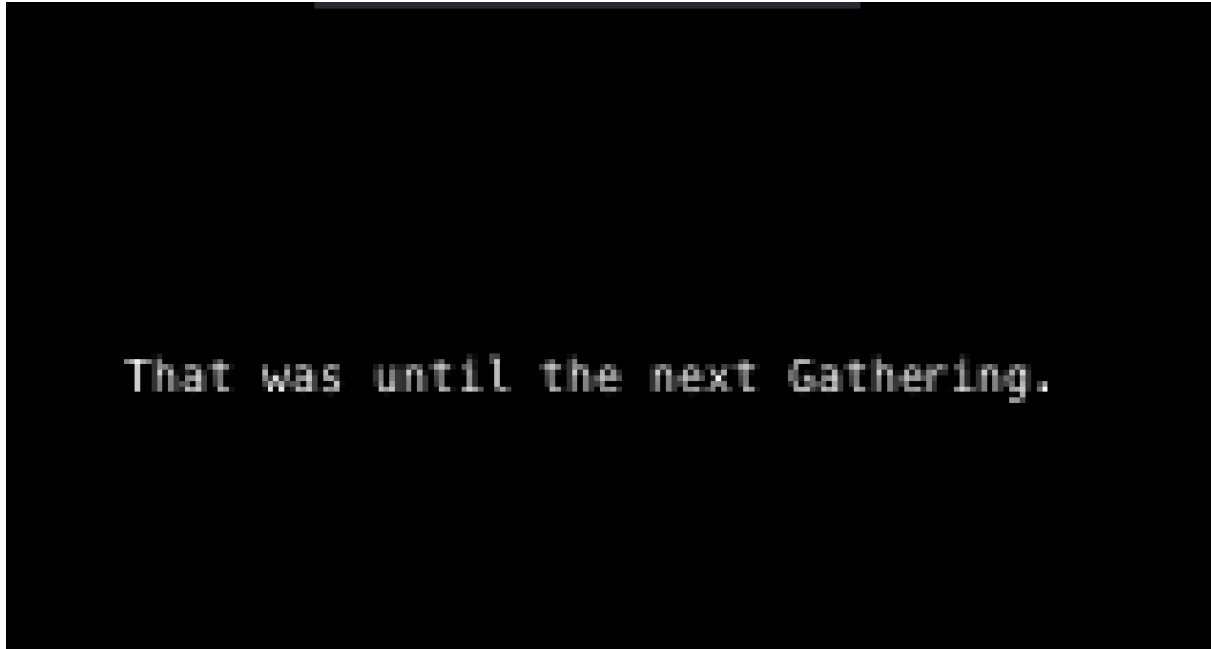
5. Additional Technical Insight

- If language support is added, it may attract more players.
- Even though it's a demo, it's really good to have advanced game mechanics.

6. Conclusion

The game is really fun, there may be bugs like the ones I mentioned above or things I've seen, if these are fixed or added the game will be even better. I wish you continued success, if you want me to review it further you can reach me from the email I left.

Appendix

1.In-game texts

That was until the next Gathering.

2. Skipping conversations

CEDARSTAR

OKAY. FLINTSONG, WAVEFRONT, DAWNWHISKER: GO INSPECT THE RAVINE FOR SUITABLE DENS. TANSYBLADE, COME WITH ME. THE REST OF YOU... I DON'T KNOW. MAKE YOURSELVES USEFUL.

3. In-game button mechanism can be displayed again

4. Teleport to another location in the game

5. Half of the character disappears at the beginning of the game