Test Report

Project Name: League of Legends Wildrift

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# Testing Scope

| Feature | Testing Period | Tested Builds | Deployment Date |
| --- | --- | --- | --- |
| **League of Legends Wildrift** | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Registration and Login | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Home Screen | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Play | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Store | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Profile | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| UI | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Settings | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Usability | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Compatibility | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
| Performance | **2023.07.28 – 2023.08.23** | **4.3.0.6993** | **26.08.2023** |
|  |  |  |  |

## Test Environment

| **Test Environment** | **Software Details** | **Comments** |
| --- | --- | --- |
|  | OS: Android 11, IOS | Tested on: Black Shark 4 Pro, Iphone 11, Samsung Galaxy Tab 8 |
|  |  |
|  |  |

## Testing Team

| Role | Name | Comments (e.g. test effort h) |
| --- | --- | --- |
| Senior Tester | Sorin Emil Dan | 80 h |

# Test Results

## Executed Test Cases

| **Functionality** | **Total** | **Passed** | **Failed** | **Blocked** | **Not Run** | **Defects Improvement** |
| --- | --- | --- | --- | --- | --- | --- |
| Home Screen | 14 | 13 | 1 | 0 | 0 | **0053444** |
| Play | 7 | 5 | 2 | 0 | 0 | **0053443**  **0053583** |
| Store | 2 | 2 | 0 | 0 | 0 |  |
| Profile | 7 | 7 | 0 | 0 | 0 |  |
| Registration and Login | 10 | 10 | 0 | 0 | 0 |  |
| Settings | 14 | 13 | 1 | 0 | 0 | **0053442 0053446** |
| UI Testing | 1 | 1 | 0 | 0 | 0 | **0053448** |
| System Integration | 1 | 1 | 0 | 0 | 0 |  |
| Usability Testing | 1 | 1 | 0 | 0 | 0 |  |
| Compatibility Testing | 4 | 4 | 0 | 0 | 0 |  |
| Performance Testing | 3 | 3 | 0 | 0 | 0 |  |
| **Overall Results** | **64** | **60** | **4** | 0 | 0 |  |

## Exploratory testing

| **Functionality** | **Defects** |
| --- | --- |
| Home Screen | **0053444** |
| Play | **0053443; 0053583** |
| Store |  |
| Profile |  |
| Registration and Login |  |
| Settings | **0053442** |
| UI Testing |  |
| System Integration |  |
| Usability Testing |  |
| Compatibility Testing |  |
| Performance Testing |  |

# Defects

## Defects

| **Defect ID** | **Defect summary** | **Severity** |
| --- | --- | --- |
| **0053442** | The Network Test setting fails to load. | **major** |
| **0053443** | The icon of champion Swain features a redundant hexagon. | **minor** |
| **0053444** | The Home Screen takes a long time to load. | **normal** |
| **0053583** | The Replay feature for a match is unavailable. | **normal** |

# Improvements

## Improvements

| **Defect ID** | **Defect summary** | **Severity** |
| --- | --- | --- |
| **0053446** | The game should be available in more languages such as: Romanian. | **normal** |
| **0053448** | The game should have an in-game voice chat for allies. | **major** |

## Validated bugs

No Bugs are validated.

## Old bugs still open

3 of the bugs are still opened and one of them closed.

Conclusions

Smoke Test Cases, for the main functionalities were executed, and of 64 test cases, 56 were passed, 4 failed and 2 improvements were found.

A total number of 4 bugs were identified, 1 of them was identified as major, and 3 of them with normal severity. No bugs were validated.

Regarding the testing types used, the majority of them were covered, as Smoke testing, Positive and Negative testing, UI testing, Functional testing, Performance testing, Ad hoc testing and Exploratory testing.

Exploratory testing was performed for important functionalities. All bugs were found during exploratory testing.

Compatibility testing was also performed, for different system software (Android and IOS) and devices (mobile phone and tablet.

The area for testing is very large for the game, and most of the features were tested.

I hope all bugs discovered will be remediated and validated.

Thank you!