

Gem Valley	Environment: Samsung A51, Android 13.0									
ID	Title	Severity	Priority	Reproducibility	Description	Steps to reproduce	Exp. Result	Actual Result	Attachment	Comments
1	"Уровень пройден" is displayed in English version of app after passing the level	medium	normal	always	"Level completed" isn't displayed in English after passing the level. "Уровень пройден" is displayed in Russian language. Precondition: English language app. Change player to "after 1 level" in tab Tutorial, admin panel.	1. Start level 1 on Railway Station 2. Win level	2. "Level completed" is displayed	2. "Уровень пройден" is displayed	https://drive.google.com/file/d/1RKLqR3U80iW8wquYNff2_hlBvQ6ACnvo/view?usp=sharing	
2	"Level completed" is displayed in Russian version of app after passing the level	medium	normal	always	"Уровень пройден" isn't displayed in Russian after passing the level. "Level complete" is displayed in Russian language. Precondition: Russian language app	1. Start level 1 on Railway Station 2. Win level	2. "Уровень пройден" is displayed	2. "Level complete" is displayed	https://drive.google.com/file/d/1Da1BYhdtLcmd0ZutI0lhK_bNE0Db7JTS/view?usp=sharing	
3	Modal hint window with Play button not fully darkened background	minor	low	always	Modal hint window with Play button not completely darkened background, leaving a space that isn't darkened Precondition: English language app. Change player to "after 1 level" in tab Tutorial, admin panel.	1. Skip the intro dialogue until the Play button appears	1. Modal hint window with fully darkened background	1. Modal hint window with not fully darkened background	https://drive.google.com/file/d/1Mm8RJEXEGx1sm9rOEvieF2l9aejgxMN3/view?usp=sharing	
4	Combination of 3 red heart-shaped gems has no light animation	medium	normal	always	Combination of 3 red heart-shaped gems has no light animation compared to the other tiles Precondition: English language app. Game must have tasks without collect red heart-shaped gems	1. Choose Railway Satation house 2. Start Play level 3. Make combination of 3 red heart-shaped gems	3. Combination dissappears with light animation	3. Combination dissappears without animation	https://drive.google.com/file/d/19hUyvhveyFetx9xxaqodLqB_obrHyC_CK/view?usp=sharing	
5	Same preview tasks are displayed for different houses	medium	normal	always	The same preview tasks are displayed for different houses, but the actual tasks are different Precondition: English language app. Change player to "after 2 level (open region 1)" in admin panel, tab Tutorial	1. Skip the intro text and offer to restore by taps in darkened spaces 2. Choose Railway Station house and see on task 3. Close 4. Choose Emily's House and see on task	4. The task is not same as at the railway station	4. The task is same as at the railway station	https://drive.google.com/file/d/1BfElWGCZr0JuXQGIF9QtZ4eklpkXAY/view?usp=sharing	
6	Task preview doesn't match the actual task for house	medium	normal	always	Task preview doesn't match the actual task for houses, in this instance for Emily's House level 4. Precondition: English language app. Aaccount should have Emily's house level 4.	1. Open Emily's house and check task 2. Start Play	1. Task is collect 80 Balms 2. Game started with task collect 80 Balms	1. Task is collect 80 Balms 2. Game started with task collect 22 Gold Bars	https://drive.google.com/file/d/1u42rv1g1o2Fdhx1SQBtas4c_9N3pgZ7q/view?usp=sharing	
7	"undefined" in the field to receive moves when the game is lost	medium	normal	always	"undefined" in the field to receive moves for coins when the game is lost Precondition: English language app	1. Start play a house level 2. Lose a level	2. Field with an offer to buy additional moves with coins	2. Field with "undefined" for coins	https://drive.google.com/file/d/1VwUOT5awVDh9t6KywdIAKYfQTG-OT1D8/view?usp=sharing	
8	No hint in the Town Hall that the target is different in the first 4 levels	medium	low	always	No hint in the Town Hall that the target is different in the first 4 levels of game Precondition: English language app. Change player to "Before bulding 4 restore(admin) in tab Tutorial, admin panel	1. Skip the intro text and offer to restore by taps in darkened spaces 2. Choose Town Hall	2. Hint "This house is not safe. Your target is Administartion"	2. Modal window to start playing level	https://drive.google.com/file/d/1sLqMTGf7ROMur0BYU0G8Bv-qwRd_y3Cz/vie w?usp=sharing	
9	Town Hall levels isn't accessible after it has been restore at level 5	critical	ASAP	always	Town Hall levels isn't accessible after it has been restore at level 5 of game Precondition: English language app. Change player to "Before bulding 5 restore(hall) in tab Tutorial, admin panel	1. Skip the intro text by tap in darkened space 2. Restore Town Hall in modal window 3. Skip the intro text by tap in darkned space and accept gifts 4. Choose Town Hall 5. Press Play	5. Game is strated	5. Game isn't strated, modal window is closed	https://drive.google.com/file/d/1g1zNdTLzL38nqoJyIbjElXcY_7NR15cH/view?usp=sharing	

10	Spelling error in the name of settings "Seting"	critical	normal	always	Spelling error in the name of settings "SeTing" Precondition: English language app	1. Open Settings (icon look like pinion)	1. Name of form is "Settings"	1. Name of form is "Seting"	https://drive.google.com/file/d/1Whs0vFa0ocquKPbq_2LEwj0X04UrbU1S/view?usp=sharing	
11	Colour of the entered name is displayed as a placeholder of the input field in form of profile settings	medium	low	always	After the user enters a name in form of profile settings, the name in the input field displayed as a placeholder text and user want to enter it again Precondition: English language app.	1. Open Settings (icon look like pinion) 2. Choose Change Name 3. Enter name "Aria" and press Ok	3. Name "Aria" has color CF5425 HEX	3. Name "Aria" has color DD8143 HEX	https://drive.google.com/file/d/1gBaxCsenG6Y7CjAMON3x7WjxtHczb/view?usp=sharing	
12	Keyboard takes up 2/3 of the screen when entering a name in the profile settings	medium	low	always	Keyboard takes up 2/3 of the screen when entering a name in the profile settings and you can't see the name field, it covers the main action Precondition: English language app.	1. Open Settings (icon look like pinion) 2. Choose Change Name 3. Enter name "Aria"	3. Keyboard takes up 1/2 of the screen and the action of entering a name is visible	3. Keyboard takes up 2/3 of the screen and the action of entering a name isn't visible	https://drive.google.com/file/d/1Y2RbkFwSDiHIM2Dg9-UQe9O2TecGlzH4/view?usp=sharing	
13	Profile image doesn't change via suggested images in profile settings	medium	low	always	Profile image doesn't change via suggested images in profile settings Precondition: English language app.	1. Open Settings (icon look like pinion) 2. Choose Change Name 3. Enter name "Aria" and press Ok 4. Select picture from suggested images 5. Press Continue	3. Name "Aria" is displayed in input field 4. Chosen picture with green board 5. Chosen Profile picture is displayed in button for Profile Settings	3. Name "Aria" is displayed in input field 4. Chosen picture with green board 5. Default Profile picture "Cat" is displayed in button for Profile Settings	https://drive.google.com/file/d/1d8wvWbc8z8ta7GK7oCFEBXlITt0sapMF9/view?usp=sharing	
14	"Change name" is displayed in button for Profile Settings when name is set	medium	low	always	"Change name" is displayed in button for Profile Settings when name is set, name isn't displayed in button for Profile Settings Precondition: English language app.	1. Open Settings (icon look like pinion) 2. Choose Change Name 3. Enter name "Aria" and press Ok 4. Select picture from suggested images 5. Press Continue	3. Name "Aria" is displayed in input field 4. Chosen picture with green board 5. Name "Aria" is displayed in button for Profile Settings	3. Name "Aria" is displayed in input field 4. Chosen picture with green board 5. "Change name" is displayed in button for Profile Settings	https://drive.google.com/file/d/1pk5BjYBTReQJbnQ7IHqL2FwoY0Ti5aE/view?usp=sharing	
15	Not all houses' chimneys smoke on the map	medium	normal	always	Not all houses' chimneys smoke on the map. Precondition: English language app. Change player to "Before building 19 restore(drugstore) in tab Tutorial, admin panel. Restore 5 times pharmacy.	1. Map scrolling	1. All houses' chimneys smoke on the map	1. Chimneys of houses not blowing smoke: Water Mill, Administration, Mine, Fisherman's House, Winery	https://drive.google.com/file/d/1GJgrKUWjN5QK7J4m16ANXvVmPH1sg5/view?usp=sharing	
16	The appearance of the tile doesn't change after unlocking from "clay"	medium	normal	always	The appearance of the tile doesn't change after unlocking from "clay". Precondition: English language app. Change player to "after 1 level" in tab Tutorial, admin panel.	1. Start Play 1st level of Railway Station 2. Get rid of all clay	2. No clay on the playing field	2. There is clay on the playing field, but available for placement on it gem	https://drive.google.com/file/d/1MYs3ZbE4o8o4I0dsRMCcC_YZMkk70s/view?usp=sharing	
17	After playing level caption "Continue" is white with black border	minor	low	always	After playing level caption "Continue" is white with black border. Precondition: English language app. Change player to "after 1 level" in tab Tutorial, admin panel.	1. Start level 1 on Railway Station 2. Win level	2. the screen caption colour is E9C00A HEX, the border colour is 633300 HEX	2. "Continue" colour - FDFDFB HEX, border colour - 0D0E06 HEX	https://drive.google.com/file/d/1tsaNwkGms5FAXBuBAIgED0fZgMd22cdn/view?usp=sharing	
18	Space is left on the welcome screen	medium	normal	always	Space is left on the welcome screen	1. Run app with 0 progress	1. Welcome screen on whole screen	1. Space is left on the welcome screen	https://drive.google.com/file/d/1MG80LY1V0xF34InU0n4-SO5wgTDjSvkg/view?usp=sharing	