Dear Candidate,

Thank you for your interest in the QA position at INO Games. As part of our hiring process, we designed this test to evaluate your general knowledge of Quality Assurance principles and practical skills in testing web-based slot games.

Our primary goal is to comprehend your process and approach to solving problems.

Test Overview:

1. **General QA Knowledge:** This section contains multiple choice and short answer questions to assess your understanding of key QA concepts, methodologies, and best practices. We want to understand your foundational knowledge and how you apply it in various scenarios.
2. **Hands-On Test:** In this section, you will select a game from the ones listed below and perform a series of tests to identify potential issues. This practical exercise evaluates your attention to detail, technical skills, and ability to communicate your findings effectively.

Instructions:

● Please read each section carefully and provide your responses directly in the document.
● For the hands-on test, follow the instructions to test a game and report your findings.
● Be thorough in your testing and documentation, as this will reflect your approach to real-world QA tasks.

Submission:

Once you have completed the test, please submit your responses to this document and feel free to add any supporting documents (e.g., screenshots, videos) via email.

Thank you for taking the time to complete this test. We look forward to reviewing your responses and learning more about your skills and experience.

General Questions

1. What is the primary purpose of Quality Assurance (QA)?
2. What is the difference between a test case and a test plan?
3. What does the term 'regression testing' refer to?
4. How would you create a template to describe bugs on a software that is being constantly released?
5. What is the importance of test automation in QA? What would you explore in terms of automation for games being developed in a short period of time?
6. Describe the main stages of the Software Testing Life Cycle (STLC).
7. How would you handle a situation where a bug you reported is marked as 'not reproducible' by the development team?

Hands-On Test

Objective: Test a game for functionality and report any bugs or issues found.

Instructions:

1. **Choose a Game:**
   - Select one of the games below (all of them can be played in demo mode):
     - [Big Bass Floats My Boat](#)
     - [Esqueleto Explosivo 2](#)   Selected
     - [Bling Bling Penguin](#)
     - [Unusual Suspects](#)
     - [Sky Bounty](#)

2. **Test the Game:**
   - **Functional Testing:**
     - Verify that the game loads properly on different browsers (Chrome, Firefox, Safari, Edge). Edge (Passed) Chrome (Passed) Firefox (Passed)
     - Check that all buttons and controls (e.g., spin, bet, autoplay) function as expected. (Passed)
     - Test the game for different bet amounts and ensure winnings are calculated correctly. (Passed)
     - Verify that bonus features (if any) trigger and function correctly. (Passed)
     - Ensure that animations and graphics display correctly without glitches. (Passed)
   - **Usability Testing:**
     - Evaluate the game's user interface for ease of use. usability simple
     - Test the game's responsiveness on different screen sizes (desktop, tablet, mobile). Touch does not work in moblie mode
   - **Performance Testing:**

- Monitor the game's performance (e.g., loading times, frame rates) under normal and heavy loads. Performance was as expected

3. **Report Findings:**
    ○ Create a detailed bug report for any issues found, including:
        ■ Steps to reproduce the bug
        ■ Expected result
        ■ Actual result
        ■ Severity level (e.g., minor, major, critical)
    ○ Include screenshots or videos if necessary to illustrate the issues. Bug attached on last page

4. **Submit Your Report:**
    ○ Compile your findings in a document or bug tracking tool (e.g., JIRA).
    ○ Submit the report along with any additional notes or suggestions for improvement.

5. **General Overview**
    ○ Even though this is not a question, we'd like to hear why you selected this game. What are the ups and downs?
    ○ What would you consider a factor that would make you play again?
    ○ Was this an engaging experience?

General Questions
Answers: 1º The main objective of QA is to make sure that the test object/product is functioning properly according to the business rules and product requirements

Answers: 2º Test case is what we call a set of statements that describe a test.
A test plan is what we call a sequence of test cases.

Answers: 3º This term refers to the set of test cases that address the core functionality of the product and is usually used when we have made a change to the master code.
In some situations, this test case set also covers edge cases.

Answers: 4º The template I would use would be like this:
Version: 1.20
Steps:
* Go to the saucedemo page
* Wait load page
* Click in login
Actual result
The system just runs the login button animation
Expected result
The system should display an error message after the login button animation

High severity

Answers: 5º Automated tests are important in QA in time optimization in repetitive tests or performance tests.
I would explore automating server calls.

Answers: 6
* 1 Requirements analysis would be the initial phase where the team plans what can and should be tested
* 2 Planning the tests would be an important step to have an organization that must be tested first and ends up generating a test schedule
* 3 Develop the test cases is where we write the step-by-step instructions on how each requirement should be tested and these test cases will be responsible for testing the software
* 4 Preparing the test environment is a critical phase because if any precondition is missing the test may most likely not work as expected
* 5 Test execution is where we take the test cases and execute them with the test object and validate that the written behaviors match the tested software/product

Answers: 7 In case of behavior as not reproducible by the development team even after attaching videos and describing the bug well, I test it again in my test environment and if I manage to reproduce it I make myself available to a member of the development team and try to schedule a chat and try to reproduce it during a screen share.

General overview

I think this game only has high points.
The skulls singing with each combination are really cool, and the interface is very simple and intuitive.

What made me like it and would make me play again was the music that each skull makes when a match happens

Yes, it was an immersive experience!

I looked at the other games and what I liked most with the explosive skeletons
Very fun!

✕

🖥 [Esqueleto Explosivo 2] Touch does not work on the responsive screen.

na lista Para fazer

Notificações

👁 **Seguir**

≡ **Descrição** Editar

Version: 1.27.2

Steps
* Open Esqueleto Explosivo 2;
* On Microsoft edge press F12 for open dev tool;
* Select the dimensions of ipad pro;
* Try touch on game.
Actual result:
When try play on responsive screen the touch not work.

Expected result:
The touch must work on responsive screen.
Capture attached:

📎 **Anexos** Adicionar

msedge_BgmDNQSB7w.png ↗
Adicionado: há 4 horas • Comentário • Baixar • Excluir •
Editar

🖥 Remover Capa

Adicionar ao cartão

👤 **Membros**

◈ **Etiquetas**

☑ **Checklist**

🕐 **Datas**

📎 **Anexo**

⊟ **Campos Personalizados**

Power-Ups

+ **Adicionar power-...**

Automação ⓘ

+ **Adicionar botão**

Ações

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