

## 1. Bug Report Format

What do you think are the most important things to write down and send to the developer after you have found a bug?

In my opinion, we should pay attention to the following:

- The perfect bug report should be clear and contain only one bug (as we also can answer the 3 WWW Questions - what happened? where it happened? and under which circumstances it happened?). Trying to minimize the number of steps to reproduce the bug, but it should contain all details to allow the developer to understand where it is
- also the QA engineer makes sure that the bug is reproducible before reporting it (also pay attention to the latest version of the AUT)
- better to attach a screenshots/ data files to clarify the bug description
- be sure that you point out the difference between the actual and expected results

## 2. What to improve? Describe what you would like to improve in the game itself. (Things such as balancing, pacing, etc.)

To begin with, I would like to say that the game "My Little Universe" is really very interesting for people of all ages. As an experiment I also offered to play the game to my little niece and my father and I was surprised how easy they did it. It's simple to play with one hand and you do not have to think over other buttons to change. It's perfect from an educational point of view as you travel and discover different minerals, and also create strategies.

As for improvements, I would pay attention to the pacing in music. Maybe I will add more increased tempo in some moments of a game to increase tension in the player, for example in fights of Stickman with different creatures/enemies. Also I mentioned that pacing in actions happened. Example, when the Stickman swims away from the sharks and you try to speed up, but in a moment he freezes and you can do nothing to move him and a shark eats him.

As for balancing, I'm not sure if this example fits, but while I was playing the game I was little frustrated as I needed to give a large amount of wood instead of coins (sample, 200 pieces of wood for 20 coins)

## 3. Bugs and reports

**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** iPhone 11 (Software Version 15.4), WiFi

**Issue/Title:** Miscalculation of resource amount

**Action Performed:**

1. Launch the app My Little Universe
2. Play the game
3. Tap to the "Pack" to check the resources ("Wood" is 1.4K and "Coin" is 487)
4. Toggle the resources: 150 "Woods" for 15 "Coins"
5. Add 15 "Coin" to 487 "Coin"
6. Check the result

**Expected Result:** The amount of "Coin" should be 502

**Actual Result:** The amount of "Coin" is 507

**Frequency of the bug:** occasionally

Priority of the bug: high

Screenshot:



Submitted By: Andreeva Evgenia

Date: 7/2/23

Project/App: My Little Universe (Version 2.0.1 (93))

Test environment: iPhone 11 (Software Version 15.4), WiFi

Issue/Title: Difference in "Wood" amount on counter panel

Action Performed:

1. Open the app
2. Play the game
3. Tap on a "Pack" to check the "Wood" resource
4. Go to check the "Wood" amount on counter panel in the top right
5. Review the difference in the amount of "Wood"

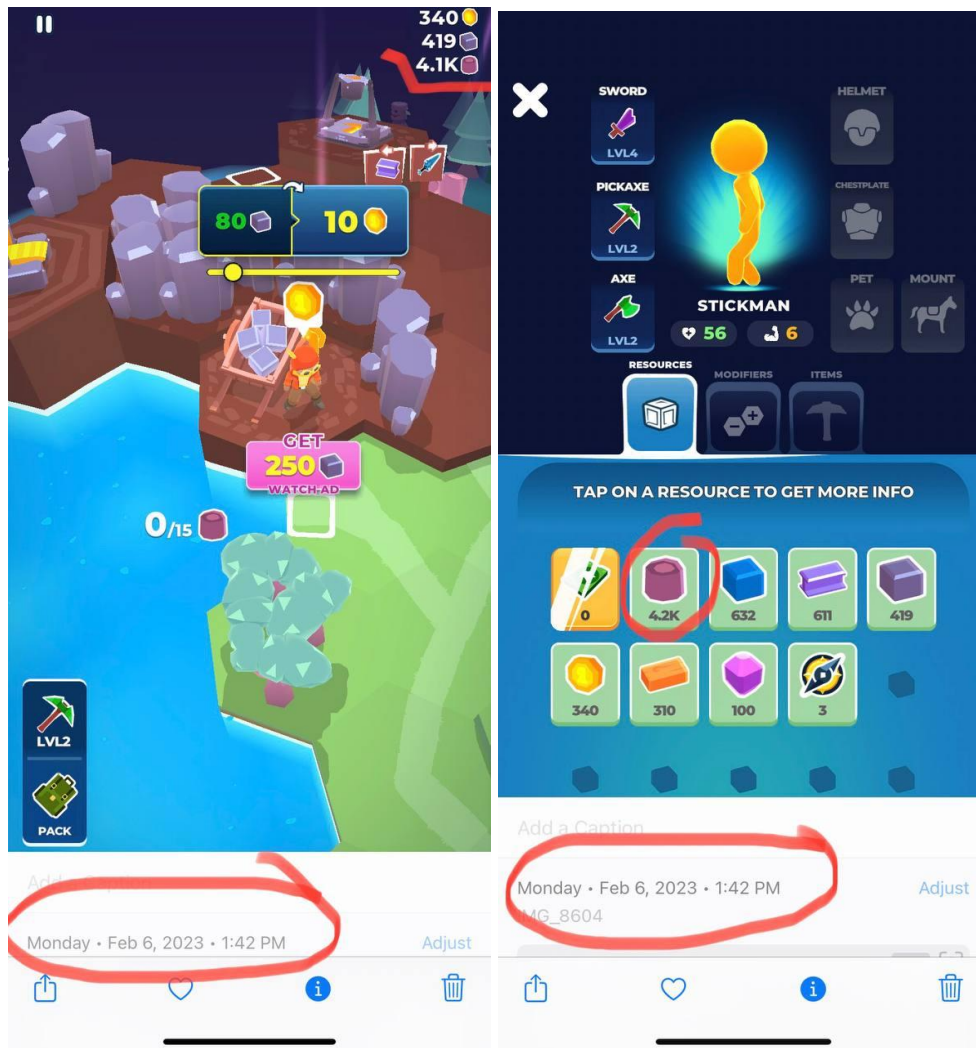
**Expected Result:** The amount of "Wood" should be the same as in the "Pack" and on the counter panel

**Actual Result:** The amount of "Wood" in the "Pack" is 4.2K, on the counter panel - 4.1K

**Frequency of the bug:** sometimes

Priority of the bug: medium

Screenshot:



Submitted By: Andreeva Evgenia

Date: 7/2/23

Project/App: My Little Universe (Version 2.0.1 (93))

Test environment: iPhone 11 (Software Version 15.4), WiFi

Issue/Title: Wrong representation of resource counters

Action Performed:

1. Open the app
2. Start playing the game
3. Review that the panel counter shows only 2 resources
4. Continue playing
5. Review that 3 resources are shown on the panel

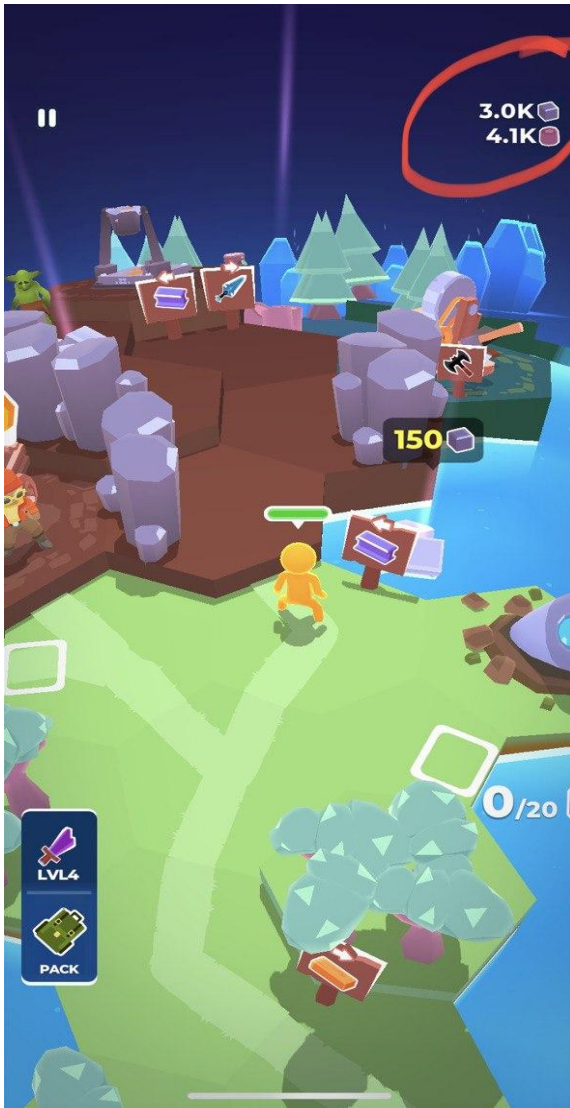
Expected Result: 3 resources should be shown on the counter panel

Actual Result: First 2 resources are shown on the counter panel, then the third is appeared

Frequency of the bug: sometimes

Priority of the bug: low

Screenshot:



**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** iPhone 11 (Software Version 15.4), WiFi

**Issue/Title:** "Stickman's" freeze during the shark chase

**Action Performed:**

1. Open the app
2. Continue playing
3. Move the "Stickman" to the water to collect some resources
4. Try to escape sharks in the water
5. Try to move the "Stickman" faster
6. Review that the "Stickman" is stopped suddenly

**Expected Result:** Continuing action until the sharks reach the "Stickman", they eat him in motion

**Actual Result:** The "Stickman" is eaten by the sharks without any motions

**Frequency of the bug:** every time

**Priority of the bug:** medium

**Screenshot:**



**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** iPhone 11 (Software Version 15.4), WiFi

**Issue/Title:** When trying to use slider sometimes the “Stickman” has been triggered to move first

**Action Performed:**

1. Open the app
2. Continue playing
3. Need to change resources
4. Use “slider” for changing
5. Review that the “Stickman” moves first

**Expected Result:** The slider should be used exactly for making an action with the resource changing, not for moving the “Stickman”

**Actual Result:** The “Stickman” starts moving

**Frequency of the bug:** occasionally

**Priority of the bug:** low



**Screenshot:**



**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** Android (MIUI Version 13.0.5), WiFi

**Issue/Title:** Music stops suddenly while playing the game on Android

**Action Performed:**

1. Launch the app My Little Universe
2. Start to play the game
3. Review that the music background is active
4. Review that music is inactive after 2 minutes of playing the game

**Expected Result:** Music background is active during the whole game

**Actual Result:** Sometimes music background is stopped during the game

**Frequency of the bug:** frequently

**Priority of the bug:** low

**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** iPhone 11 (Software Version 15.4), WiFi

**Issue/Title:** Killed enemy has been always respawned on each app restart

**Action Performed:**

1. Launch the app
2. Play the game
3. Fight with enemy
4. Kill the enemy
5. Exit from the app
6. Open the app again
7. Review that the enemy is still alive and attacks again

**Expected Result:** Killed enemy should be disappeared last time

**Actual Result:** Killed enemy appeared once again

**Frequency of the bug:** every time

**Priority of the bug:** medium

**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** iPhone 11 (Software Version 15.4), WiFi

**Issue/Title:** The game is frozen and the black screen is appeared after paying via mobile phone

**Action Performed:**

1. Launch the app
2. Play the game
3. Pay for NoAds
4. Choose payment method via mobile
5. Confirm payment

**Expected Result:** The game is continued without Ads

**Actual Result:** The screen is black and the game is inactive

**Frequency of the bug:** once

**Priority of the bug:** medium

**Submitted By:** Andreeva Evgenia

**Date:** 7/2/23

**Project/App:** My Little Universe (Version 2.0.1 (93))

**Test environment:** iPhone 11 (Software Version 15.4), WiFi

**Issue/Title:** Wrong representation of time

**Action Performed:**

1. Open the app
2. Play the game
3. Go to the box of gold
4. Try to take gold coins
5. Check the timer

**Expected Result:** The timer works well

**Actual Result:** One second is missed in timer (01:55 is always missed)

**Frequency of the bug:** every time

**Priority of the bug:** low