

Environment	Samsung SM-G950F (Android 8.0.0)		
Number	Title	Status	Comments
1	Background music plays after opening of "Test AD"	failed	When "Test AD" is initially opened, the background sound is muted till the first tap of user.
2	Looped characters' animation works	passed	
3	Tap on the "Hand" item triggers it's animation	passed	
4	Tap on the "Mixer" item triggers it's animation	passed	
5	Tap on the "Grater" item triggers it's animation	passed	
6	"Explosion" animation triggers when "Hand", "Mixer" or "Grater" item interacts with character	failed	When user taps on "Hand" or "Mixer" item icon they interact with character without any animation
7	All icons and buttons are fully and clearly seen on the screen	failed	"Hand", "Mixer" and "Grater" icons' right borders are behind the edge of phone screen
8	All interactive icons and buttons perform their function	passed	
9	Looped animation turns off after the change of wide shot into close up	failed	Character's animation from wide shot continues in the close up
10	Tap on the next interactive item (when two of them have been already used) opens the link for app's download	passed	
11	The backgraound image is normally scaled comparing to characters in playable ad.	failed	The backgraound image scale is to big comparing to characters that are in playable ad.
12	Original audio plays after using the interactive item	passed	