|  |  |  |  |
| --- | --- | --- | --- |
| Test items | Test steps and instructions | Test results (complex second & score 1-5) | Remarks |
| Navigation bars click test | Find and click the overall button |  |  |
|  | Find and click the battlefield button |  |  |
|  | Find and click the team button |  |  |
|  | Find and click the dashboard button |  |  |
|  | Find and click the project button |  |  |
|  | Find and click the Home button |  |  |
| Home page test | Click on the card of project 1 |  |  |
| Project navigate bar click test | Find and click the task list button |  |  |
| Task list test | Find story points for the first part of the mission |  |  |
|  | Find and interpret task status in P2.2 tasks |  |  |
|  | Find and interpret mission difficulty status for Part 1 |  |  |
|  | Click to add task |  |  |
|  | Return to task list page |  |  |
|  | Find the invite button for users to join the project |  |  |
|  | Return to task list page |  |  |
| Project navigate bar click test | Click the Kanban button |  |  |
| Kanban test | Click on the stuck item to expand it |  |  |
|  | Interpret the bars at the top of the page |  |  |
| Project navigate bar click test | Click the New Gantt button |  |  |
| Project navigate bar click test | Click the activity button |  |  |
| Activity test | Explain the fourth message |  |  |
| Project navigate bar click test | Click the calendar button |  |  |
| Calendar test | Explain the first message on the right |  |  |
| Project navigate bar click test | Click the file button |  |  |
|  | Click the chat button |  |  |
|  | Click the battlefield button |  |  |
| Battlefield test | Click on the first skill to attack the monster |  |  |
| Project navigate bar click test | Click the team button |  |  |
|  | Click the invite button |  |  |
|  | Return to team page |  |  |
|  | Click on the dashboard button |  |  |
| Dashboard button | Understand project progress |  |  |
| Project navigate bar click test | Click on role settings |  |  |
| Role test | Click the store button |  |  |
|  | Use redemption QR code |  |  |