##### **Software Test Report**

##### **Software Test Report for “Geoguessr”**

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1. **Test Summary**

***1.1 Scope of Testing:***

The primary objective of was to ensure the functionality, usability, and compatibility of the “Geoguessr” mobile game.

This included testing the following main Modules:

* Account management
* Account registration
* Settings editing for free and “Pro” accounts
* Profile editing for free and “Pro” accounts
* Subscription purchase
* Single player “Classic” mode gameplay
* Multiplayer “Duels” mode
* Multiplayer “Battle royale countries” mode
* Multiplayer “Battle royale distance” mode
* “Infinity” mode
* “Country streaks” mode

All modules that were planed have been tasted.

***1.2 Testing Period:***

The testing was conducted over one sprint, lasting from [01/02/2023] to [15/02/2024].

***1.3 Testing Environment:***

Tests were carried out on the “Operational environment” of the game, mirroring the production setup.

The test were done on the Android 14 OS, on the Samsung Galaxy S22 platform.

* 1. ***High-Level Results:***

- A total of 33 test cases were executed:

with 33 passing, 0 failing, and 0 blocked due to dependencies.

- 1 Critical issue was found, but could not be replicated reliably and thus could not be fixed by the development team.

- 1 minor issue was found, but was deemed not important by project manager.

1. **Testing Activities**

The Test Activities section details the comprehensive and methodical

approach undertaken to evaluate the functionality, and user experience of the

“Geoguessr” mobile game.

This phase involved a series of targeted tests types designed to

rigorously assess each aspect of the game, ensuring reliability and quality

from the players perspective.

The following Testing Activities were performed in this sprint/s:

**2.1 Smoke Tests**

Over the course of the sprint, no instances were identified where the

smoke tests failed.

**2.2 Functional Testing**

All functional testing has been conducted, confirming that all

features and modules are operating satisfyingly, with **1 critical issue** that could not be replicated reliably, and appeared non frequently enough it did not inhibit the release and play-ability of the game.

**2.4 User Interface Testing**

Our user interface testing has confirmed that the overall user experience

aligns with our company high standards.

**2.5 Exploratory Testing**

Approximately 20% of our testing efforts were devoted to Exploratory

Testing.

**1 minor issue was found during this faze, but was deemed not important by by project manager.**

**2.6 Compatibility Testing**

No issues were found with compatibility on any operating system or platform that was tested.

**2.7 Integration Testing**

No issues were found with integration with Google play store or Whatsapp application.

**2.8 User experience**

1 minor issue was found that effects the user experience and prevent optimal use of the game. but was deemed not important by by project manager.

1. **Results and Findings**

This section presents the key outcomes of our testing efforts on

“Geoguessr” mobile game.

Here, we will present the important **metrics** that will highlighting both the

strengths and the areas needing attention.

These Metrics will provide a comprehensive understanding of the current

state of the website's functionality, usability, and overall performance.

**3.1 Test Execution:**

- **Executed:** 33 test cases (100% of planned)

- **Passed:** 33 (100%), Failed: 0 (0%), Blocked: 0 (0%)

**3.2 Defects Logged:**

- **Total:** 2 defects (Critical: 1, High: 0, Medium: 0, Low: 1)

- Open: 2

- In Progress: 0

- Fixed: 0

- Closed: 0

**3.3 Requirement coverage:**

- 100% of the requirements covered

1. **Open Issues, Risks and Go No Go**

On this section we will present the unresolved critical issues and the

potential risks that emerged during our testing process.

In addition to that we will outline here our Go No Go recommendation on

whether the current state of the website aligns with our quality standards and

criteria for going on “Live to Production”.

**4.1 Unresolved Issues**:

**4.1.1 Critical Game breaking map display bug:**

**Description:** During round, map for location choosing will not display correctly, showing only gray square.

**Impact:** Can lead the player to not be able to correctly place a guess, thus causing them to fail the round.

**Current Status:** Cannot be replicated successfully, appears infrequently enough that cannot be found and fixed by Dev team

**Risk:** Could lead to players leaving the game, and anger at loss of ranked score.

**4.1.2 Minor issue with log in placement button and accessibility**

**Description:** location of the “Log in” button not intuitive and hard to locate for new players.

**Impact:** Causes the players to not be able to easily log in with their “Pro” account.

**Current Status:** Deemed Non-issue by project manager, will not be fixed in current version.

**Risk**: Minor risk of players leaving the game, cancelling subscription.

**4.1.4 Go No Go Recommendation:**

After thorough analysis and considering all test results, we recommend a

'Go' decision for the release of the “Geoguessr” mobile game.

Our testing experience indicates that the system is stable and performs

well overall.

We acknowledge the presence of open issues and propose releasing

them as known issues to the end-users, with a commitment to addressing

them as soon as possible through immediate hotfixes."