

TEST REPORT

KikiKaikai v1.2.0

TAITO corporation

Test Ref: 50038 (Round 1)

J2ME

3650: V2.50
7650: V4.466th August 2003

1. SUMMARY REPORT

Fatal failures:	11
Non-fatal failures:	1
Non-repeatable failures:	1
Observations:	0
General comments:	1

2. FATAL FAILURES

1. **On a 7650 device** : When a call is received, if the user decides to reject the call, the phone is "frozen". The screen displays the phone application screen with the notification message that contains the information about the call. From this time the use of the phone is impossible. Even the Power button doesn't work. The only way to restart the device is to remove and re-install the battery. This issue should be investigated and fixed.
2. **On 3650 & 7650 devices** : while the application is active, if a call is received, the notification of the incoming call is displayed, but the ringing tone is not heard. This problem should be corrected.
3. **On a 7650 device** : while the application is active, if the user presses the Tool Key its behaviour doesn't match with the Nokia Requirements. There are 2 possible cases.
 - If the user performs a quick press on the Tool Key, the phone application screen should be displayed. But nothing happens if the Tool Key is pressed when the tested application is used. After 20 or 30 seconds an error message "App. closed Menu ViewSrv 11" is displayed. This problem should be fixed.
 - If the user performs a long press on the tool key, the task bar with the current active applications should be displayed, and the background of the screen should become "greyed". With the current application the task bar is displayed, but this takes a few seconds, and the background becomes "greyed" after about 4 or 5 seconds. This problem should be fixed.

Note : these behaviours don't occur if the application is displaying the main screen of the game (i.e. the play field).

4. **On a 7650 device** : When the Tool Key is pressed while the application displays the main screen of the game (i.e. the play field), some other phone applications don't work properly. The use of the application should not compromise the use of the other phone applications. Consequently all the behaviours described below should be investigated and fixed :
- Application "Camera" : when the user tries to "Capture" an image, the "saving ..." phase fails. The screen is "frozen" during the "saving ..." phase. Then there are 2 possible behaviours : either a notification message "App closed Camera ViewSrv 11" appears after more than 4 or 5 minutes or the screen is indefinitely "frozen" and the only way to "revive" the device is to remove and re-install the battery.
 - Application "Images" : when the user tries to display a picture, the "Image viewer" doesn't open the selected image file. The phone hangs without displaying any message. The screen where the image should be displayed is blank.
 - Application "Telephone" : seems to work correctly.
 - Application "Video Recorder" : not available on this device.
5. **On a 3650 device** : When the Tool Key is pressed while the application KikiKaikai is active, some other phone application don't work properly. The use of the application should not compromise the use of the other phone applications. Consequently all the behaviours described below should be investigated and fixed :
- Application "Image viewer" : if the user tries to display an image, the "Image viewer" doesn't open the selected image file. The phone hangs on the notification message "Opening image". The only way to "revive" the "Image viewer", is to close the "KikiKaikai" application. Then there are 2 possible behaviours : either the "Image viewer" is automatically stopped with an error message, or it is running correctly again and the selected picture is correctly loaded.
 - Application "Video recorder" : if the user tries to play a movie, the "Video recorder" doesn't work correctly. In fact certain movies are well played, but others are not played and display a dark screen instead. When the movies are not played, in some cases the phone is completely "frozen" and the only way to restart the device is to remove and re-install the battery.
 - Application "Telephone" : seems to work correctly.
 - Application "Camera" : seems to work correctly (saving a picture after a "Capture" works properly).
6. Currently when the user starts a new scene a progress bar is displayed. From a user point of view this progress bar doesn't help the player to know if the loading is near the end or not. In fact, it seems that the progress bar gives the loading status of each file needed for the selected scene. The progress bar is re-initialised for each file. This behaviour doesn't give the user a "global" view of the loading. To avoid user confusion it should be better to use a "global" progress bar i.e. if 10% of the total loading is performed, the progress bar should be filled to 10%. If half of the files are loaded, the progress bar should be filled to 50%, and so on...

7. The application does not correctly handle the start-ups with low memory. In fact, when the user tries to open the application while the phone is in a low memory situation, two different messages can appear. The application tries to start and either "App. Closed Main KERN-EXEC 3" or "Application : System error" are displayed. These messages appear if the memory is at about 92% before the application is opened. The application should handle this situation in a different way : the application shouldn't try to start but a message like "memory full: close some applications and try again" should display.
8. Some mistakes should be corrected in the "Instructions" section :
 - The sentence "You can cast out the evil spirits by using the talismans and magical wand." should be corrected as following "You can cast out the evil spirits by using the talismans and **the** magical wand." (the word "the" should be added)
 - The sentence "Various hidden power-up items will be appeared when the stone lantern is brushed by magical wand" should be corrected as following "Various hidden power-up items **will appear** when the stone lantern is brushed by **the** magical wand." ("will be appeared" should be changed into "will appear", and the word "the" should be added).
 - The sentence "Collecting this items will ..." should be corrected as following "Collecting this item will ..." (the letter "s" of the word "items" should be suppressed). This sentence is used several times and should be corrected everywhere it appears.
 - The sentence "Collect and use this items will immobilized the evil spirits for a while" should be corrected as following "Collecting and using this **item** will **immobilise** the evil spirits for a while" ("Collect and use" should be changed into "Collecting and using", the letters "s" of the word "items" should be suppressed, and the word "immobilized" should be changed into "immobilise")
 - The sentence "Collect and use this items will make all the evil spirits within sight to disappear" should be corrected as following "Collecting and using this **item** will make all the evil spirits within sight to disappear" ("Collect and use" should be changed into "Collecting and using", and the letters "s" of the word "items" should be suppressed).
9. In the "Instructions" section there is no explanation about the different "scenes". A paragraph should be added in the "Instructions" section to explain how or when a scene is completed.
10. When the user exits the application while the game is paused the application exits correctly. However, the current status of the game is not saved and the user has to restart a new game when they restart the application. It is suggested that when the game is exited while it's paused, the current status of the game is saved before the application exits. When restarting the application, the main menu should display and highlight a "Continue" item. By selecting this "Continue" item, the user would be able to retrieve and resume the previous game.
11. A strange behaviour was observed with the screen that displays the high score. In fact, when a game is over the screen that contains the "High score" is bad displayed. Instead of "High score" it reads "Hg cr :30re: 3000". Instead of "Options" (for the Left Soft Key) it

reads "Otosons", and instead of "Exit" (for the Right Soft Key) it reads "Eiit". If the user returns in "Options" menu and go back to score screen all the texts are well re-written.

This problem was reproduced 4 or 5 times, but it is not always reproducible. This problem should be investigated and fixed.

3. NON-FATAL FAILURES

1. According to the "Key controls" described in the "Instructions" section, this application seems to be designed specifically for the Nokia 7650. Because of the particular shape of the keyboard of the Nokia 3650 it's quite difficult to play with this device using the same key controls as the Nokia 7650. Ideally in the "Instructions" section it would be appropriate to warn the user that the "key controls" description is dedicated to the Nokia 7650.

4. NON-REPEATABLE FAILURES

1. Some of the fatal issues listed above are not easily reproducible, particularly those that compromise the main features of the phone, or the use of the other applications : the application is too unsettled. In these conditions it's possible that other strange behaviours have not been detected in the current round.

5. OBSERVATIONS

None

6. GENERAL COMMENTS

1. KikiKaikai is a funny game nicely implemented for the series 60. The application makes good use of colours and graphics and appropriate use of sound . However there are some major issues that need to be corrected before giving Nokia OK.