TEST REPORT

KikiKaikai   v1.2.0   **TAITO corporation**   **Test Ref: 50141 (Round 2)**

J2ME   **3650: V2.50**   **14th October 2003**
                                  7650: V4.46

1. SUMMARY REPORT

Fatal failures:	2
Non-fatal failures:	1
Non-repeatable failures:	2
Observations:	0
General comments:	1

2. FATAL FAILURES

1. **On 7650 Devices:** 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, an error message appears. The application tries to start then the application closes and a "Application Error. Exiting….!" message is displayed. This message appears if the used memory is at about 95% before the application is started. Ideally when the user tries to start the application in low memory situations, the application should not try to start but a notification message such as "Memory full: close some applications and try again" should be displayed to warn the user.

2. **On 3650 & 7650 Devices:** 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.

3. NON–FATAL FAILURES

1. **Expected Results** : The consistency of the terminology used in the application is maintained throughout the different screens and misunderstanding is absent.
   Screen / State of the application: In the "Settings" screen
   Actual Results: In the "Instructions" screen, the description of key "#" is "Auto talisman unleash on/off" but in the "Settings" screen, the same functionality is mentioned as "Auto shot on/off".
   Suggestions: To be consistent between the "Instructions" and the "Settings" screen, it would be better to replace the "Auto shot on/off" item of the "Settings" screen by "Auto talisman unleash on/off."

4. NON-REPEATABLE FAILURES

1. When the phone is in low memory situations, the use of the application is sometimes compromised as some "App. Closed" or "Main closed" messages appear. These issues not easily reproducible and seem not to be due to the application itself but in these conditions it's possible that some strange behaviours have not been detected in the current round.

2. **On 3650 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. If the user decides not to answer the call and if the person who called hangs on, a notification message appears:" App. closed MediaServer KERN-EXEC 3 !".

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. Some of the fatal failures outlined in the previous report have been addressed but some fatal failures that remain should be corrected before the Nokia OK certification is given.