Title:

Page should stay in place when click ''up'' and ''down'' buttons together

Summary:

After pressing and holding "up" and "down" buttons page throws to the bottom and automatically starts rolling to the top.

Steps to Reproduce:

1.start the game
2.click ''up'' and '' down'' buttons together
3.hold buttons for more than 5 seconds
4.quit holding

Expected Result:

Page must stay in place when we stopped pressing buttons.

Actual Result:

Game automatic thrown page to the bottom and from the bottom starts to roll up until the top and roll up process doesn't stop when we are touching the screen.

Severity:

Minor/Moderate (S3)

Notes:

When in the process of rolling we touch and hold the screen, the rolling process stopped, when we stop holding the screen, the page continuous scrolling up until the top.

Bug report 2

Title:

User should be able to scroll the page down

Summary:

After pressing and holding "up" and "down" buttons when page rolls to the top, user is not able to scroll the page down.

Steps to Reproduce:

1.start the game
2.click ''up'' and '' down'' buttons together
3.hold buttons for more than 5 seconds
4.quit holding
5.wait until the rolling process will finish
6.scroll down.

Expected Result:

User should be able to scroll down the page.

Actual Result:

User is not able to scroll down. After scrolling up, page throws down on the random place, than scrolling up and down functionality starts working as expected.

Severity:

Major (S2)

Notes:

Title:

The "Notification Settings" window should stay open

Summary:

After opening phone's hidden status bar the "Notification Settings" window disappears.

Steps to Reproduce:

1. start the game

2. press menu
3. press "Notification"
4. "Notification Settings" window opens
4. open the phone's hidden status bar (to do screenshot or check phone's clock)

Expected Result:

The "Notification Settings" window should stay open.

Actual Result:

The "Notification Settings" window disappears.

Severity:

Minor/Moderate (S3)

Notes:

It disturbs when we need to do a screenshot or check the time.

Title:

The game must stay on the current page

Summary:

When clicking "earth" and "up" buttons at the same time, the game must stay on the current page.

Steps to Reproduce:

1.start the game (pic1)

2.press "earth" and "up" buttons at the same time

Expected Result:

The game must stay on the current page.

If it is required, program should do only one of the actions, "earth" or "up". (This should be discussed with Product Manager)

Actual Result:

The game redirects to the unknown/empty page (pic 2). User can leave the page by clicking the small button on a left side of the page (pic 3).
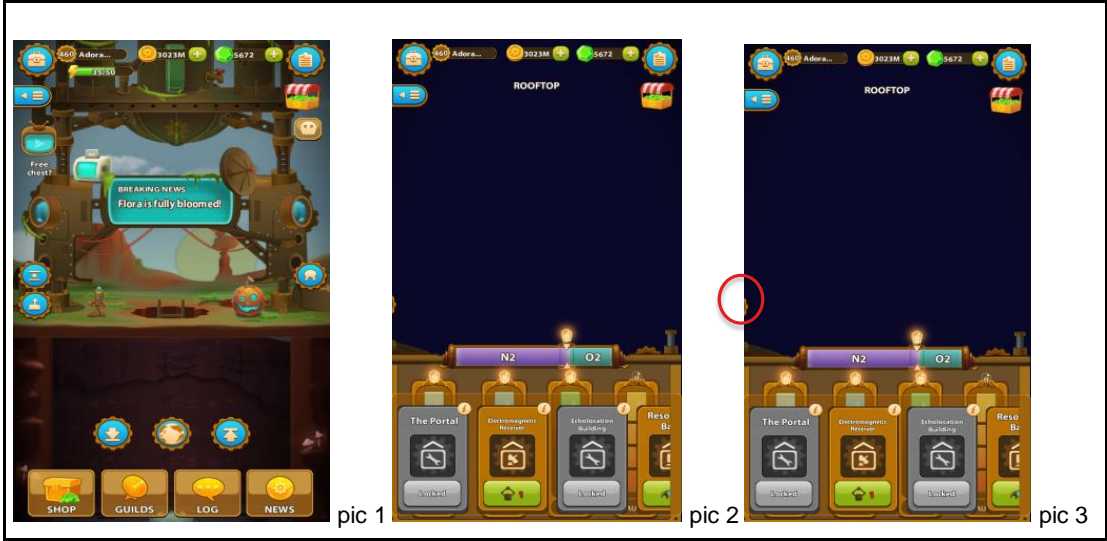
Severity:

Critical (S1)

Notes:

The left side button of the unknown page is too small, looks like part of the "earth" button. It is hard to click, in 7 times of 10 it's unclickable and sometimes user needs to exit and reopen the game to leave that page.

Attachments:

pic 1 pic 2 pic 3

Bug report 5

Title:

Translations missing *

Summary:

After changing the language to Armenian, translations missing for "Notification Settings" window.

Steps to Reproduce:

1.start the game

2.press menu
3.change the language to Armenian
4.press "Notification"
5."Notification Settings" window opens

Expected Result:

All words must be translated in Armenian.

Actual Result:

All words on the "Notification Settings" window are on English (pic1).

Severity:

Low (S4)

Notes:

Here are examples for other missing translations on other languages: (pic2), (pic3)…

Attachments:

| pic 1 | pic 2 | pic 3 |

Bug report 6

Title:

Translated words should fit in their places *

Summary:

After changing the language to Armenian, translated words overlap.

Steps to Reproduce:

1.start the game

2.press menu
3.change language to Armenian

4.press
5.press "Արկղեր"(Chests)

Expected Result:

All words must fit in their places.

Actual Result:

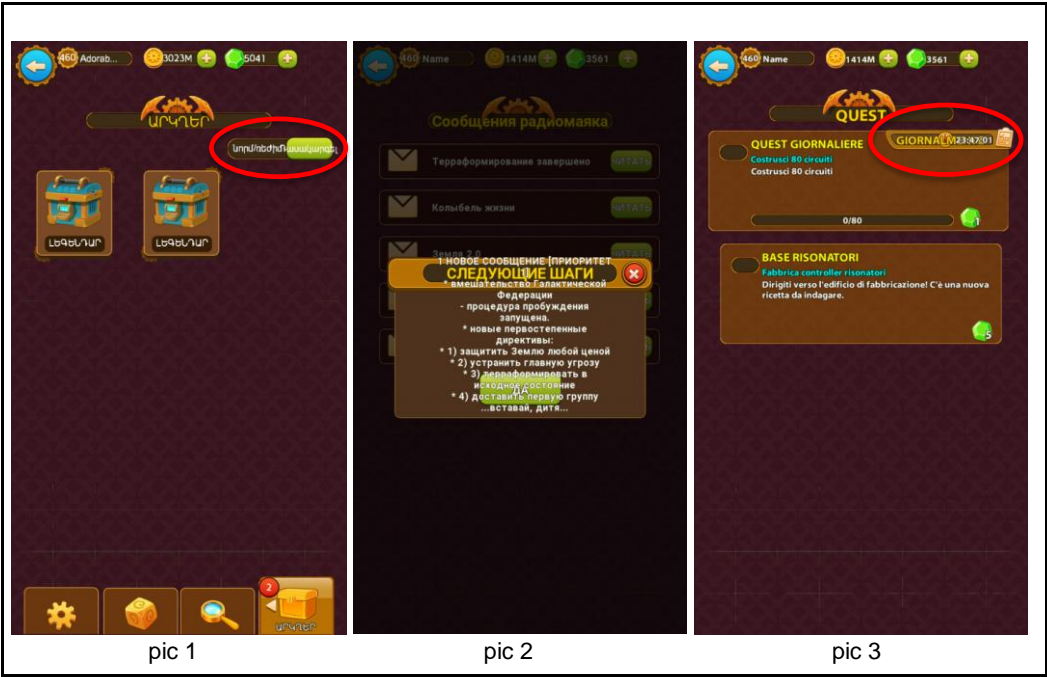Translated word doesn't fit in the button area and overlap with previous word (pic 1).

Severity:

Low (S4)

Notes:

Here are examples for other overlapping texts on other languages: (pic 2), (pic 3)…

Attachments:

pic 1   pic 2   pic 3

Title:

"Legendary" and "Awesome" chests should have different prices

Summary:

"Legendary" and "Awesome" chests have the different amount of rare items and the same price.

Steps to Reproduce:

1.start the game

2.press
3.see "Legendary" and "Awesome" chests

Expected Result:

"Legendary" and "Awesome" chests should have different prices as the "Legendary" chest contains 20 rare items and the "Awesome" chest contains 40 rare items.

Actual Result:

"Legendary" and "Awesome" chests cost are equal: 60 diamonds (pic1), but they contain different amounts of rare items.

Severity:

Major (S2)

Notes:

This is confusing for the players and not intuitive why different amount of rare items have the same price.

Attachments:

pic 1

Bug report 8

Title:

Title and description mismatch for "Legendary" chest

Summary:

For "Legendary" chest title and description have different numbers.

Steps to Reproduce:

1.start the game

2.press menu
3.change language to Armenian

4.press
5.see "Լեգենդար" ("Legendary") chest
6.check the amount of rare items in the title and description

Expected Result:

Amount of rare items in the title and description are the same: 20.

Actual Result:

Amount of rare items in the title and description are different (pic 1):
The title says: 20,
The description says: 15.

Severity:

Minor(S3)

Notes:

This bug exists in all languages, except English and Turkish.

Attachments:

Pic 1

Title:

Maximum amount on scale should be updated

Summary:

When factory crafts coal, maximum amount coal on the scale is not updating.

Steps to Reproduce:

Preparation step:
In the game user has a factory, which is "Crafting" coal.

1.start the game

2.press
3.press "RESOURCES"
4."coal" resource is selected
5.drag the scale to the maximum
6.wait couple of seconds, while factory will craft some coal

Expected Result:

The scale maximum quantity must be equal to count of the coal, that we have at that moment.

Actual Result:

The amount of coal is updated, but maximum amount on scale isn't updated (pic 1).

Severity:

Major(S2)

Notes:

Issue is not resource related and exists for all resources.

Attachments:

pic 1

Bug report 10

Title:

Title and description mismatch for "Rare" chest

Summary:

For "Rare" chest title and description have different numbers.

Steps to Reproduce:

1.start the game

2.press menu

3.change language to Armenian

4.press

5.see "Լեգենդար" ("Rare") chest
6.check the amount of rare items in the title and description

Expected Result:

Amount of rare items in the title and description are the same: 5.

Actual Result:

Amount of rare items in the title and description are different (pic 1):
The title says: 5,
The description says : 3.
pic 1

Severity:

Minor(S3)

Notes:

This bug exists in all languages, except English and Turkish.

Attachments:

pic 1

Title:

User should be able to send second support message

Summary:

When user creates the support message, user can't create a second message for 24-48 hours.

Steps to Reproduce:

1.start the game

2.press menu
3.press "SUPPORT"
4.fill the message and press "Report"
5."Issue Created" window pop-up
6.press "Ok"
7.repeat steps 2 and 3

Expected Result:

User should be able to fill and send another message.

Actual Result:

The "Issue Pending" window pop-up, with only "Ok" button.

Severity:

Major(S2)

Notes:

The first message pending will take 24-48 hours, but the user may have other questions in that time interval.
This should be discussed with PM, may be requirement.

Title:

Log button should do an action

Summary:

When user press "LOG" button, nothing is happening.

Steps to Reproduce:

1.start the game

2.press "LOG"
3.press "CONVERSATIONS"
4.press "LOG"

Expected Result:

The game must show the "LOG" page or required action.

Actual Result:

After pressing the "LOG" button, the program not showing any page or actions (pic 1).

Severity:

Major(S2)

Notes:

Attachments:

pic 1

Bug report 13

Title:

Search bar is not usable

Summary:

When clicking on search bar in "CONVERSATIONS" tab, nothing happens.

Steps to Reproduce:

1.start the game

2.press "LOG"
3.press "CONVERSATIONS"

4.press in the search bar

Expected Result:

User should be able to type in the search bar.

Actual Result:

There is no action, such as an opening keyboard or cursor. The touch bar is unusable (pic 1).

Severity:

Major(S2)

Notes:

This issue exists in all 3 taps in "LOG" section. This is also bad UX, user is expecting something to happen.
I am assuming this is a search bar because it looks like one)).

Attachments:

pic 1

Title:

"Conversations" Page should not contain empty conversations

Summary:

When user go to "CONVERSATIONS" tab, there are empty strings.

Steps to Reproduce:

1.start the game

2.press "LOG"

3.press "CONVERSATIONS"

Expected Result:

The list of conversations.

Actual Result:

The list of conversations contains not only strings of conversations, but it also contains empty strings (pic 1).

Severity:

Minor (S3)

Notes:

Attachments:

pic 1

Title:

Should open one of the pages, when click "Menu" and "Quest" buttons together

Summary:

When pressing "Menu" and "Quest" buttons together, relevant pages are overlapping.

Steps to Reproduce:

1.start the game

2. press "Menu" and "Quests" buttons at the same time

Expected Result:

The game must show "Menu" page or "Quests" page.

Actual Result:

The game is showing "Menu" page above the "Quests" page (pic 1). When user is closing "Menu" page, "Quests" page shows (pic 2).

Severity:

Major(S2)

Notes:

I think it is a bug, cause there is no way that from "Menu" page user can go directly to "Quests" page in usual cases.

Attachments:

pic 1

pic 2

Bug report 16

Title:

"No oil found" oil pump should not show time

Summary:

When "No oil found" in oil pump, page shows the time when buck will be filled.
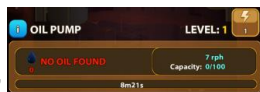
Steps to Reproduce:

Preparation step:
User created oil pump which has "no oil".

1.start the game
2.go to the "Mine Buildings"
3. click on "oil mining"

3.search an oil pump which has "no oil"

Expected Result:

It must not show the time, when oil buck will be full, cause there isn't oil and that pump isn't working.

Actual Result:

It shows the time when the oil buck will be full, but time isn't working and not decreasing (pic 1 and pic 2).

Severity:

Minor(S3)

Notes:

This is confusing for the user, why page shows time when oil buck will be filled, if oil pump is not working.

Attachments:

pic 1- 22:48   pic 2- 23:01

Title:

Left "Down" button should be hidden at last area

Summary:

When user is going to the last area, left "Down" button is visible.

Steps to Reproduce:

1.start the game
2.go to "Area 1"
3.press "Play" button on a left side
4. choose last available in the list
5.press "Go"

Expected Result:

"Down" button (under the left play button) should be hidden.

Actual Result:

"Down" button is visible (pic 1) and after clicking on it nothing happens.

Severity:

Minor(S3)

Notes:

When user is in the bottom of the page, right "Down" button is hidden (pic 2). So there is inconsistency between left and right "Down" buttons.
The same logic works for the left "Up" button. There no need for the "Up" button in "Area 1" on the left side, cause the page already in the highest position. The "Up" button must be hidden.

Attachments:

pic 1

pic 2

Title:

Time should calculate correctly when changing phone's time

Summary:

When changing phone's time, calculation for "Nitrogenium" station is broken.

Steps to Reproduce:

1.change phone time (set the clock 2 hours ahead)
2.start the game

3.press
4.go up to the "Nitrogenium" station
5.press "START" button on 30min
6. time starts countdown
7.change phone time(set the clock 2 hours before)
8.repeat 3 and 4

Expected Result:

User should see, that the waiting time is smaller than 30min.

Actual Result:

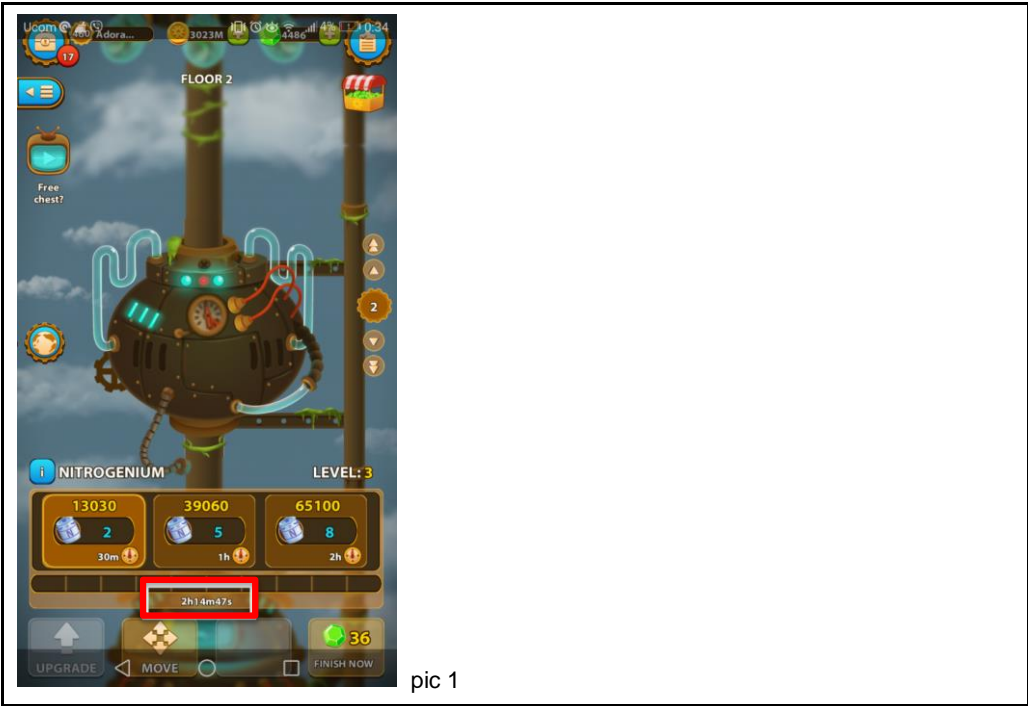The waiting time is greater than 30 min (pic 1). It is around 30min+2h.

Severity:

Major(S2)

Notes:

The same issue exists everywhere, where we have calculation via time.

Attachments:

pic 1

Bug report 19

Title:

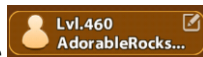User should be able to change the name

Summary:

When user click to change the name, user should be able to change the name.

Steps to Reproduce:

1.start the game

2. press "Menu"

3.choose change the name
4. change name to "Morty"
5. press "OK"

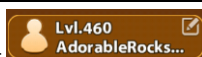**Expected Result:**

Name should be changed to "Morty".

Actual Result:

Name isn't changing and the user can't try again to change the name, cause we can change name only one time.

Severity:

Major(S2)

Notes:

Until level 65 after clicking at nothing happens, user can't change player name.
After few hours (more than 6 hours) name changed (in 460 level).