# QA-Test

The task is to create a report of a bug that appears in the mobile version of our strategy title **Lords & Knights**. Imagine you would report the bug in one of a commonly used project management tool like JIRA. Usually different people are checking those tickets: Developers, who need to fix the bug; project and product managers, who need to plan the resources etc.

**Download app**

Please download our game Lords & Knights on iOS or Android:

iOS: https://itunes.apple.com/app/lords-knights-medieval-mmo/id421864154?mt=8
Android: https://play.google.com/store/apps/details?id=com.xyrality.lkclient

**Task**

- Start the game on multiple game worlds
- Play the tutorial in different languages (switch the device language to change the in-game language)
- Find the existing localization issues and document them
- Describe the issue(s) in the English language
  - Clear + easy phrasing is recommended to make it understandable
  - Point out what had happened in the actual behavior and what should have happened
  - Think about a way to format the bug report to make it easily readable and understandable
- Think further. What else is necessary for a complete bug report? What additional information should be included in the bug report of such an issue?

Afterwards please provide us with a formatted PDF file.

**Hint**

*The game supports the following languages:*
*English, German, French, Spanish, Italian, Japanese, Korean, Turkish, Polish, Portuguese, Danish, Arabic, Chinese (Simplified + Traditional), Dutch, Russian, Swedish, Vietnamese, Indonesian, Thai, Malay, Greek*

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