

1. Introduction

This Test Plan defines the testing approach, scope, objectives, environment, strategy, risks, and deliverables for testing the **alpha version of the mobile game “Farming Fever.”**

The purpose of this document is to ensure transparent, structured, and efficient testing aligned with the early stage of development.

2. Product Overview

Farming Fever is a mobile farming-management game where players grow crops, upgrade their farm, collect resources, fulfill orders, and progress through levels.

The current build is an **early alpha (.apk)** intended for internal evaluation of core gameplay, stability, UI/UX, and reward systems.

3. Testing Objectives

- Validate core gameplay functionality
- Identify high-impact defects affecting user flow
- Evaluate UI/UX consistency
- Verify the stability of the alpha build on a real device
- Validate main systems: store, rewards, videos, upgrades
- Provide recommendations to improve user experience

4. Scope of Testing

IN SCOPE

- Installation & first launch
- Main menu & navigation
- Tutorial (if available)
- Gameplay mechanics (harvesting, collecting, fulfilling orders)
- Resource system (coins, gems, items)
- Upgrades & progression
- Level transitions
- Store & in-game purchases
- Daily rewards
- Video ads (rewarded ads)
- Sound & music
- UI/UX consistency
- Performance basics (FPS drops, lags, freezes)
- Stability & crash detection

OUT OF SCOPE

- Multiplayer or social features
- Localization testing

- Server-side validation
- A/B testing
- Monetization real-payment processing (sandbox only)
- Long-term analytics or retention metrics
- Load or stress testing

5. Testing Approach / Strategy

Testing Types

Type	Description
Functional testing	Validation of core mechanics and game flows
Exploratory testing	Adaptive exploration of gameplay edge cases
UI/UX testing	Layouts, readability, interactions, user flow
Compatibility testing	Testing on 1 Android device, OS version 14
Regression (partial)	Re-check critical paths after major bugs
Ad testing	Rewarded video behavior & reward logic
Store testing	Purchase flow, reward assignment
Performance (basic)	Lags, animation issues, FPS drops

6. Test Items

- APK installation package
- Gameplay scenes (levels 1–12+)
- In-game UI
- Store & rewarded ads
- Upgrade system
- Sound system
- Daily rewards
- Save/load system

7. Features to Be Tested

Critical

- App launch
- Level start & completion
- Resource updates (coins, gems, products)

- Upgrades (farm, animals, tools)
- Ads & rewards
- In-game currency store

Medium

- Settings menu
- Help & info screens
- Animations
- Sound stability

Low

- Visual polish
- Minor UI misalignments

8. Test Deliverables

The following artifacts will be produced:

- **Test Plan (this document)**
- **Test Cases**
- **Checklist**
- **Bug Report**
- **Screenshots/Video Evidence**
- **Final Test Report (PDF + MD)**

9. Test Environment

Hardware

- **Xiaomi Redmi 14C**
- Screen: 6.67", 120Hz
- RAM: 8GB
- CPU: Octa-core Max2.00 GHz
- Storage: 256GB

Software

- **Android 14**
- Farming Fever APK (Alpha build)

Tools

- Google Sheets / Excel
- Screen recorder (native)
- GitHub
- Google Drive

10. Risks & Assumptions

Risks

- Alpha build may contain incomplete features
- Debug GUI is available to players → may affect gameplay testing
- Ads may not work in early build
- Performance may vary significantly depending on device

Assumptions

- No backend load testing required
- Monetization systems use sandbox mode
- Design is not final
- Build may contain placeholder assets

11. Entry / Exit Criteria

Entry Criteria

- APK build available
- Device ready and charged
- Basic documentation provided

Exit Criteria

- All critical & major bugs reported
- Checklist executed
- Core gameplay tested
- Test report delivered
- No blockers in tutorial, gameplay, or store

12. Schedule

Task	Date
Test execution	Nov 2–10, 2025
Bug reporting	Throughout testing
Final report preparation	Nov 10–12, 2025

Approval

QA Engineer: Maria Wittwer

Date: *to be specified*