

Title:

- Screen Freezes When Ball Hits Opposite Walls Consecutively

Description:

- When the game starts, all the balls load on the screen. If the ball is shot into a corner (right or left), it bounces off one wall and then hits the opposite wall. After this sequence, the screen freezes. To continue playing, the user must press the **Pause** button and then resume the game. After resuming, the game continued from the point where it froze.

Environment:

- Platform: Web
- URL: <https://dreamshot-qa-task.netlify.app/>
- Browser: Google Chrome

Steps to reproduce:

1. Start the game - click on the 'SHOOT BUBBLES!' on the homepage <https://dreamshot-qa-task.netlify.app/>
2. Wait for the balls to load on the screen.
3. Shoot the ball into the lower right corner so that it bounces off the right wall and then hits the left wall.
4. Observe the screen after the ball hits both walls consecutively.
5. Attempt to continue by clicking the **Pause** button and resuming the game.

Attachment: <https://app.birdeatsbug.com/KFZE0XEtyjK3AHrf9nuRKAlj0l-ihR130pOCCWK7Xq9R>

Expected result:

- The ball should bounce off the walls without freezing the screen.
- The game should continue smoothly without needing to pause and resume.

Actual result:

- The screen freezes after the ball hits the right wall and then the left wall consecutively. Game resumes only after using the **Pause** and **Resume** functionality.

Severity:

- Critical

Priority:

- High

Title:

- Red and Green Balls Fall and Points Are Awarded Incorrectly in Both Directions.

Description:

- When a red ball hits a group of at least two other red balls, the red balls fall off the screen, and the player receives points, as expected. However, there is an issue when a green ball hits red balls, or when a red ball hits green balls. In both cases, the red / green balls should not fall, and the player should not receive points unless the conditions (at least two or more same-colored balls) are met. Instead, the red /green balls fall, and nearby green /red balls also fall, causing unexpected behavior and incorrect point awarding.

Environment:

- Platform: Web
- URL: <https://dreamshot-ga-task.netlify.app/>
- Browser: Google Chrome

Steps to reproduce:

1. Start the game by clicking on the SHOOT BUBBLES! button on the homepage. - <https://dreamshot-ga-task.netlify.app/>
2. Wait for the balls to load on the screen and the game starts.
3. Ensure that at least two red balls and some green balls are on the screen.
4. Shoot a red ball at a group of at least two red balls.
5. Observe whether the red balls fall off the screen and if points are awarded (this works correctly).
6. Shoot a green ball at a group of red balls and observe if the red balls fall off the screen and if any nearby green balls also fall.
7. Shoot a red ball at a group of green balls and observe if the green balls fall off the screen and if any nearby red balls also fall.
8. Observe if points are awarded incorrectly in both cases when the red and green balls fall.

Attachment: <https://app.birdeatsbug.com/L60OgZsavymSLjvxprMQHMIjX4wa-4IfUMDHN-DhB5s0>

Expected results:

- When a red ball collides with at least two other red balls, all red balls should fall off the screen, and the player should receive points.
- When a green ball collides with red balls, the red balls should not fall. The green ball should remain in place unless it hits at least two or more green balls, in which case the green balls should fall off the screen and points should be awarded.
- When a red ball collides with green balls, the green balls should not fall. The red ball should remain in place unless it hits at least two or more red balls, in which case the red balls should fall off the screen and points should be awarded.

Actual result:

- When a green ball collides with red balls, the red balls fall off the screen, and points are awarded, which is not the expected behavior.

- When a red ball collides with green balls, the green balls fall off the screen, and points are awarded, which is also not the expected behavior.
- Balls of other colors do not exhibit this issue and behave as expected.

Severity:

- Critical

Priority:

- High

Title:

Yellow and Blue Balls Do Not Fall When Hit by a Corresponding Ball

Description:

When there are four yellow or blue balls on the screen and a corresponding yellow or blue ball is shot at them, none of the balls (including the shot ball and the group of four) fall off the screen. This behavior only occurs with yellow and blue balls and is not observed with the red and green balls, which have their own separate issue.

Environment:

- Platform: Web
- URL: <https://dreamshot-ga-task.netlify.app/>
- Browser: Google Chrome

Steps to reproduce:

1. Start the game by clicking on the **SHOOT BUBBLES!** button on the homepage: <https://dreamshot-ga-task.netlify.app/>
2. Wait for the balls to load on the screen and the game to start.
3. Ensure that there are exactly four yellow or blue balls on the screen.
4. Shoot a yellow or blue ball at the group of four yellow or blue balls.

Attachments:

<https://app.birdeatsbug.com/7m9JmqF-PAs1QKlc1w2y9UjorJUdOtpRHGLSjBHWk4>

Expected results:

1. When a yellow or blue ball collides with a group of at least four other yellow or blue balls, all five balls should fall off the screen.
2. The player should receive points for all five balls falling off the screen.

Actual result:

- When a yellow or blue ball hits a group of four yellow or blue balls, none of the balls (including the shot ball and the group of four) fall off the screen. No points are awarded because no balls fall off the screen.

Severity:

- Critical

Priority:

- High

Title:

- Boost Does Not Provide Powerup When Hit

Description:

- When a player hits a boost, the boost disappears from the screen but does not provide any corresponding powerup. The player does not receive any benefit from hitting the boost.

Environment:

- Platform: Web
- URL: <https://dreamshot-ga-task.netlify.app/>
- Browser: Google Chrome

Steps to reproduce:

1. Start the game by clicking on the SHOOT BUBBLES! button on the homepage: <https://dreamshot-ga-task.netlify.app/>
2. Wait for the balls to load on the screen and the game to start.
3. Ensure that a boost is available on the screen.
4. Shoot a ball at the boost.
5. Observe if the boost disappears from the screen and if any corresponding powerup is activated (e.g., speed increase, extra points, etc.).

Attachments:

<https://app.birdeatsbug.com/mlCnVga-ah58V-mDHaC-hYxNLA5E5-aGyaDVKTEPW0-W>

Expected behavior:

- When the player hits the boost, the corresponding powerup (e.g., speed increase, extra points, etc.) should be activated. The boost should disappear from the screen, and the player should receive the powerup benefit.

Actual result:

- When the player hits the boost, it disappears, but no powerup is activated, and the player does not receive any benefit.

Severity:

- Critical

Priority:

- High

Title:

- **High Score and Final Score Remain the Same After Each Game**

Description:

- After completing a game, the final score and the high score are the same. It appears that the score is not saved between sessions, as the high score does not persist after the game ends.

Environment:

- Platform: Web
- URL: <https://dreamshot-ga-task.netlify.app/>
- Browser: Google Chrome

Steps to Reproduce:

1. Start the game by clicking on the **SHOOT BUBBLES!** button on the homepage: <https://dreamshot-ga-task.netlify.app/>
2. Play the game and complete a round, making sure to achieve a certain score.
3. After the game ends, take note of the final score displayed on the screen.
4. Close the game and return to the homepage or refresh the game.
5. Start a new game by clicking on the **SHOOT BUBBLES!** button again.
6. Play the game and achieve a different score than the previous round.
7. After completing the second round, compare the final score with the high score.

Expected Behavior:

- The high score should persist between rounds and be updated to reflect the highest score achieved.
- The final score should be shown separately, while the high score should represent the highest score across all game sessions.

Actual Behavior:

- After each game, the high score and the final score are the same, indicating that the high score is not saved or updated.

- The game does not retain the highest score between sessions.

Expected Results:

- The high score should be saved and updated after each game, reflecting the highest score achieved.
- The final score should be shown separately, and the high score should be updated accordingly.

Actual Result:

- The final score and high score are the same after each game, indicating that the score is not saved or retained between sessions.

Severity:

- High

Priority:

- High

Title:

- **"HIGHSCORE" Displayed as a Single Word on Game Over Screen**

Description:

- When the game ends, the text displaying the highest score is shown as "HIGHSCORE" (written together). For better readability and proper formatting, it should be displayed as "HIGH SCORE" (two separate words).

Environment:

- Platform: Web
- URL: <https://dreamshot-qa-task.netlify.app/>
- Browser: Google Chrome

Steps to Reproduce:

1. Start the game by clicking on the **SHOOT BUBBLES!** button on the homepage: <https://dreamshot-qa-task.netlify.app/>
2. Play the game until it ends (either by losing or completing all levels).
3. Observe the "HIGHSCORE" text displayed on the game-over screen.

Attachments:

<https://app.birdeatsbug.com/MgNBAMWzmjb0LkRxqd6kRmaPMbM262qdShtTBLCTgN1D>

Expected Results:

- The text should be formatted as "HIGH SCORE" to follow standard conventions and improve visual clarity.

Actual Result:

- The text appears as "HIGHSCORE" (one word), reducing readability.

Severity:

- Low

Priority:

- Low

Title:

- Pause Button Requires Two Clicks to Pause the Game

Description:

- When the player clicks the **Pause** button, the game does not pause on the first click. The player needs to click the button a second time to successfully pause the game.

Environment:

- Platform: Web
- URL: <https://dreamshot-qa-task.netlify.app/>
- Browser: Google Chrome

Steps to Reproduce:

1. Start the game by clicking the **SHOOT BUBBLES!** button on the homepage: <https://dreamshot-qa-task.netlify.app/>
2. Allow the game to load and start playing.
3. Click the **Pause** button once while the game is running.
4. Observe if the game pauses.
5. Click the **Pause** button a second time.

Attachments:

<https://app.birdeatsbug.com/2V3yIL9l9L5c-ZSV7P57XeRDLi2dJ4Ysua4CXFvfGd1Y>

Expected Results:

- The game should respond to the **Pause** button immediately on the first click, pausing the gameplay and displaying the appropriate pause menu or indicator.

Actual Result:

The game requires two clicks to pause:

- The first click has no effect.
- The second click pauses the game as expected.

Severity:

- **Medium**

Priority:

- **Medium**

Title:

- Final Score Is Incorrectly Displayed as One-Tenth of In-Game Points

Description:

- The final score displayed at the end of the game is not consistent with the points accumulated during gameplay. Instead, the final score is one-tenth of the actual in-game points.

Environment:

- Platform: Web
- URL: <https://dreamshot-qa-task.netlify.app/>
- Browser: Google Chrome

Steps to Reproduce:

1. Start the game by clicking the **SHOOT BUBBLES!** button on the homepage: <https://dreamshot-qa-task.netlify.app/>.
2. Play the game and accumulate a specific number of points (e.g., 3000 points).
3. Note the in-game score displayed while playing.
4. Complete the game and observe the final score displayed on the end screen.
5. Compare the in-game score with the final score.

Attachment: <https://app.birdeatsbug.com/OhSOR-avG8N4X-3dlfPsk-U4l6hFVC-l2weDhmdnZ-xB>

Expected Results:

- The final score should match the total points accumulated during gameplay.

Actual Result:

The final score displayed at the end of the game is one-tenth of the in-game points. For example:

- If the in-game score is **100 points**, the final score shows as **10 points**.
- If the in-game score is **3000 points**, the final score shows as **30 points**.

Severity:

- Medium

Priority:

- High

Title:

- Arrow Indicator Freezes While Aiming, but Ball Shoots Correctly

Description:

- After playing for some time, the arrow that indicates the direction of the shot freezes and does not follow the cursor movement. However, the ball still shoots in the correct direction based on the cursor position. This creates confusion for the player, as the visual indicator does not align with the actual shooting direction.

Environment:

- Platform: Web
- URL: <https://dreamshot-ga-task.netlify.app/>
- Browser: Google Chrome

Steps to Reproduce:

1. Start the game by clicking on the **SHOOT BUBBLES!** button on the homepage.

2. Wait for the balls to load on the screen and the game to start.
3. Play the game for a few minutes, shooting balls continuously.
4. Move the cursor around to aim at different positions on the screen.
5. Observe the arrow that shows the direction of the shot.

Attachment: <https://app.birdeatsbug.com/2V3yIL9l9L5c-ZSV7P57XeRDLi2dJ4Ysua4CXFvfGd1Y>

Expected Result:

- The arrow should move smoothly with the cursor and indicate the correct shooting direction.

Actual Result:

- The arrow freezes in one direction and does not follow the cursor movement, but the ball still shoots in the correct direction based on the cursor's position.

Severity:

- **Medium**

Priority:

- **Medium**