Test Report

State of Survival 1.9–1.10
Mobile Game Application

Project Name: State of Survival: Survive the Zombie Apocalypse
Document Date: <2021.04.04>

1.   Testing Scope

Product/Feature	Testing Period	Tested Builds	Deloyment Date

State of Survival:
 	
1. Functional
    - Chief Profile
    - Account
    - Map
    - Events
    - Settlement
    - Out of
    Requirements
2. Non-Functional
    - Compatibility
	19.01.2021-04.04.201	**1.9-1.10**	19.01.2021

Notino
 	
1.Automation Testing
   -UI
    -API
	01.03.2021-04.04.2021	**1.1**	01.03.2021

1.1 Test Environment

Test Environment	Software Details	Comments
Production	BlueStacks v4.280.0.1022,32-bit Android,IOS,Windows 10 Pro, Google Chrome	

1.2 Testing Team

Role	Name	Comments (e.g. test effort h)
Junior Tester	Mina Cheveresan	

2. Test Results

2.1 Executed Test Cases

Functionality	Total	Pass	Failed	Blocked	Not Run	Defects	Improvement
Chief Profile	42	37	3	0	2	SOS_06 , SOS_07(fixed) , SOS_08	
Account	3	3	0	0	0		
Map	16	16	0	0	0		
Events	13	11	2	0	0	SOS_02 , SOS_05 ,	
Settlement	30	28	2	0	0	SOS_01 , SOS_03	SOS_04
Out of Requirements	10	9	1	0	0		
Compatibility	6	6	0	0	0		
Total	120	110	8	0	2		
Percentage	100%	91.7%	6.7%	0%	1.6%		

2.2 Smoke testing

Functionality	Defects
Account	
Map	
Events	SOS_02 , SOS_05 ,
Settlement	SOS_01 , SOS_03
Out of Requirements	
Compatibility	

2.3 Exploratory testing

Functionality	Defects
Chief Profile Functionality	SOS_06 , SOS_07(fixed) , SOS_08

2.4 Automation Testing Notino

Functionality	Testing types	Total	Pass	Failed	Blocked	Not Run	Defects
Notino Main Page	UI	3	3	0	0	0	0
Navigate	UI	4	4	0	0	0	0
Login with multiple data	UI	2	2	0	0	0	0
Notino Main Page	API	4	4	0	0	0	0
Login Test	API	2	2	0	0	0	0
Search Bar	API	3	3	0	0	0	0
Total		18	18	0	0	0	0
Percentage		100%	100%	0%	0%	0%	0%

3. Defects

3.1 New defects

Defect ID	Defect summary	Severity
SOS_01	Enlistment Office- "Quick Select" button not working	High
SOS_02	Troop Timer Help of Alliance member-Time help icon not visible	Normal
SOS_03	Alliance Relocator- fails to find the closest/available spot next to Alliance Leader	High
SOS_04	Level up Hero- Long press on "Combat Manual" is very slow	Improvement
SOS_05	Alliance Throwdown/Infected Fiend- Failed to Defeat Rallies counts as Victory Rally	High
SOS_06	Notification on Alliance Leader or R4 talking in AC-not working	Low
SOS_07	Notification on Final Hope supplies-not working	Low
SOS_08	Change Chief name (Negativ)-Chief name change was allowed	Normal

3.2 Validated bugs

Defect ID	Defect summary	Status
SOS_07	Notification on Final Hope supplies	Closed

4. Conclusions

- From a total of 120 test cases executed, 91.7% passed.
- During the testing period, 8 new defects were found,3 high severity,2 normal,2 low and 1 was closed.(1 Improvement)
- 2 "not run" test cases due to time limitation of exploratory testing.
- Operating system testing on MAC was not performed.
- Smoke testing was performed on 80% of the application due to time limitation and complexity of the game.
- Only partial regression testing was performed.Regression was focused on test cases which have frequent defects.
- Automation test on State of Survival was not performed because is a stand-alone application.