

# QA Game Tester Assignment

## Objectives

- We are specifically looking for a clear, concise, and elegant test response deliverable.
- Please feel free to take the time you need to complete this test but we would expect a return within about 1 week's time unless you have special circumstances in which case we can extend more time.
- **Once completed please submit your assignment here: [SUBMISSION LINK](#) (within 5 days).**

## Question 1: FPS Shooter Expertise

**Video:** At LILA, we expect our employees to become masters of their craft. Therefore, if you are a QA for a mobile shooter game, you should demonstrate deep proficiency in playing mobile shooter games. Please send us a **3-5 minute video** of yourself playing a top mobile shooter game, such as COD Mobile, Battlegrounds Mobile India, or Garena Free Fire Max (or another top shooter game of your choice). The video should showcase your skill and mastery in gameplay.

Upload the **video on Google Drive** and share the viewable link with us.

**Note: We need to see your fingers in action, not just the screen.**

## Question 2: Game Achievements

Share the gaming achievements you're most proud of, along with details about the platform and your experience. Use the table format below to provide the required information for each game:

Game name	Platform (eg. PC, Mobile, Console)	Achievement (be concise and specific)	Level/Rank (highest reached)	Hours Played	Gamer Tag/Userna me

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### Question 3: Bug Ticket Writing

Watch this [video](#) from a shooter game, identify the bug(s), and write bug tickets.

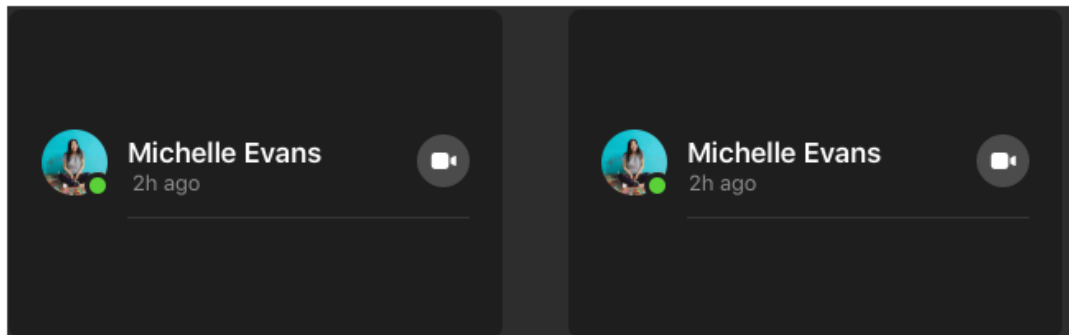
### Question 4: Visual Inconsistency Identification

Due to misplaced Figma files, we now have two UI versions: A and B. For each issue labeled 1 through 5 below, pick the correct version and briefly explain why.

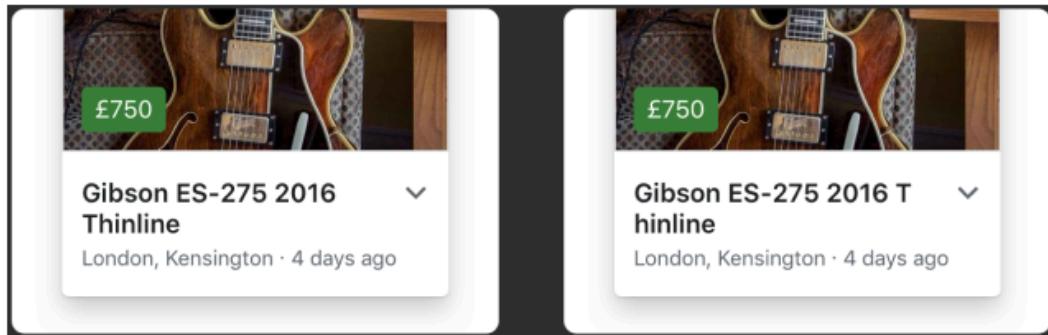
A

B

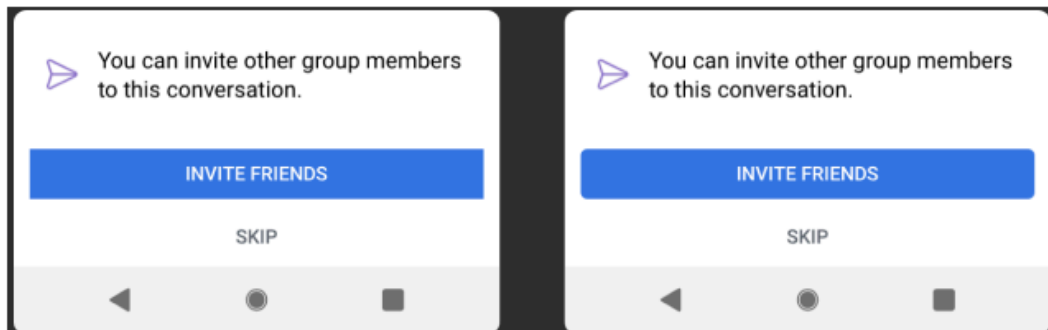
Issue 1



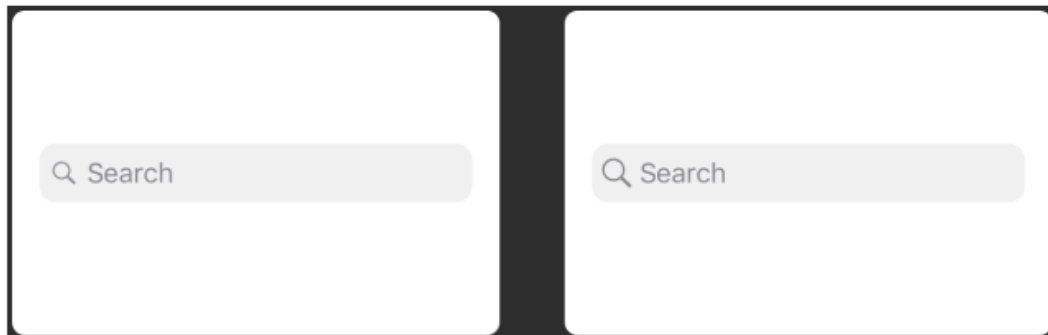
Issue 2



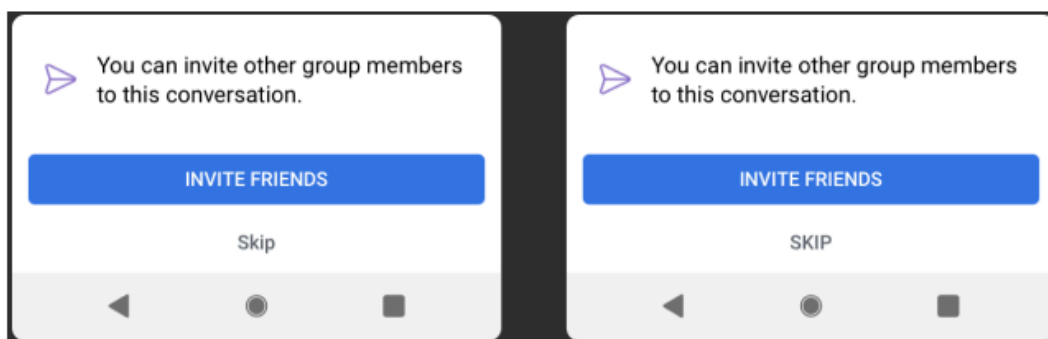
Issue 3



Issue 4



Issue 5



## Question 5: Casino System Test Cases

Imagine you are a QA tester at BGMI. The team is considering introducing a casino system during the matchmaking process for tournaments, where players may wait up to 5 minutes while being matched. You have received the [design specifications](#) for this feature.

Using your expertise, please create test cases based on the provided specifications. If you have any questions or need clarification, include a section titled "Clarifying Questions" before the test cases.