

Quality Assurance Test Report

Stranded Island

Client: **Ethereal Games**



Report By:

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Quality Assurance Tester (Recruitment Test)

Date: 13/02/2024

Platforms Tested:

- Android 9.0 – Huawei P30
- Android 12 – Google Pixel 5
- iOS 14 – iPhone 11

Summary:

This QA report was produced as part of a recruitment evaluation for Ethereal Games. It covers structured testing of « Stranded Island », a mobile survival game. The focus was to identify usability issues, functional bugs, and gameplay blockers across multiple platforms.

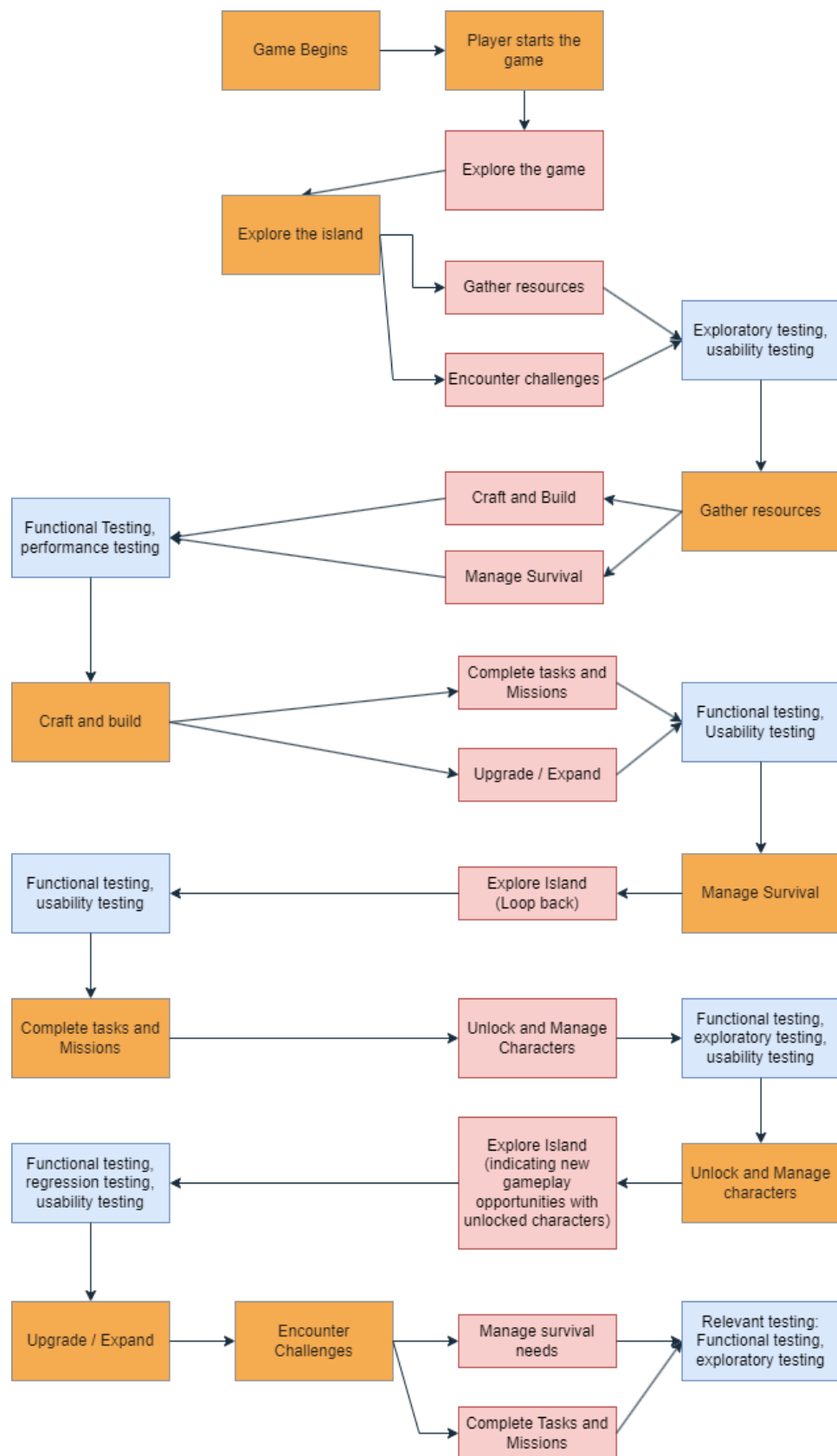
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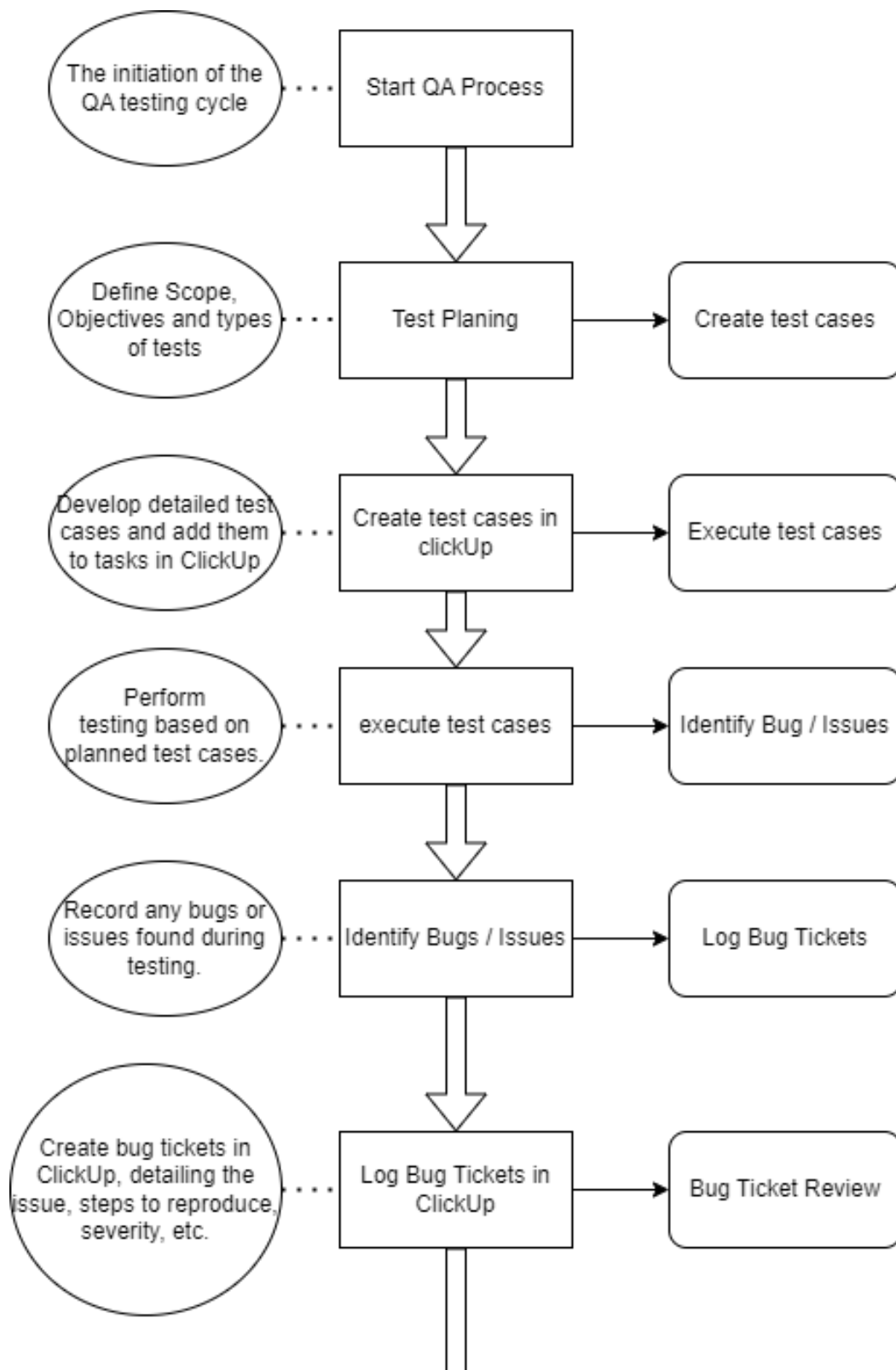
1. Testing Plan

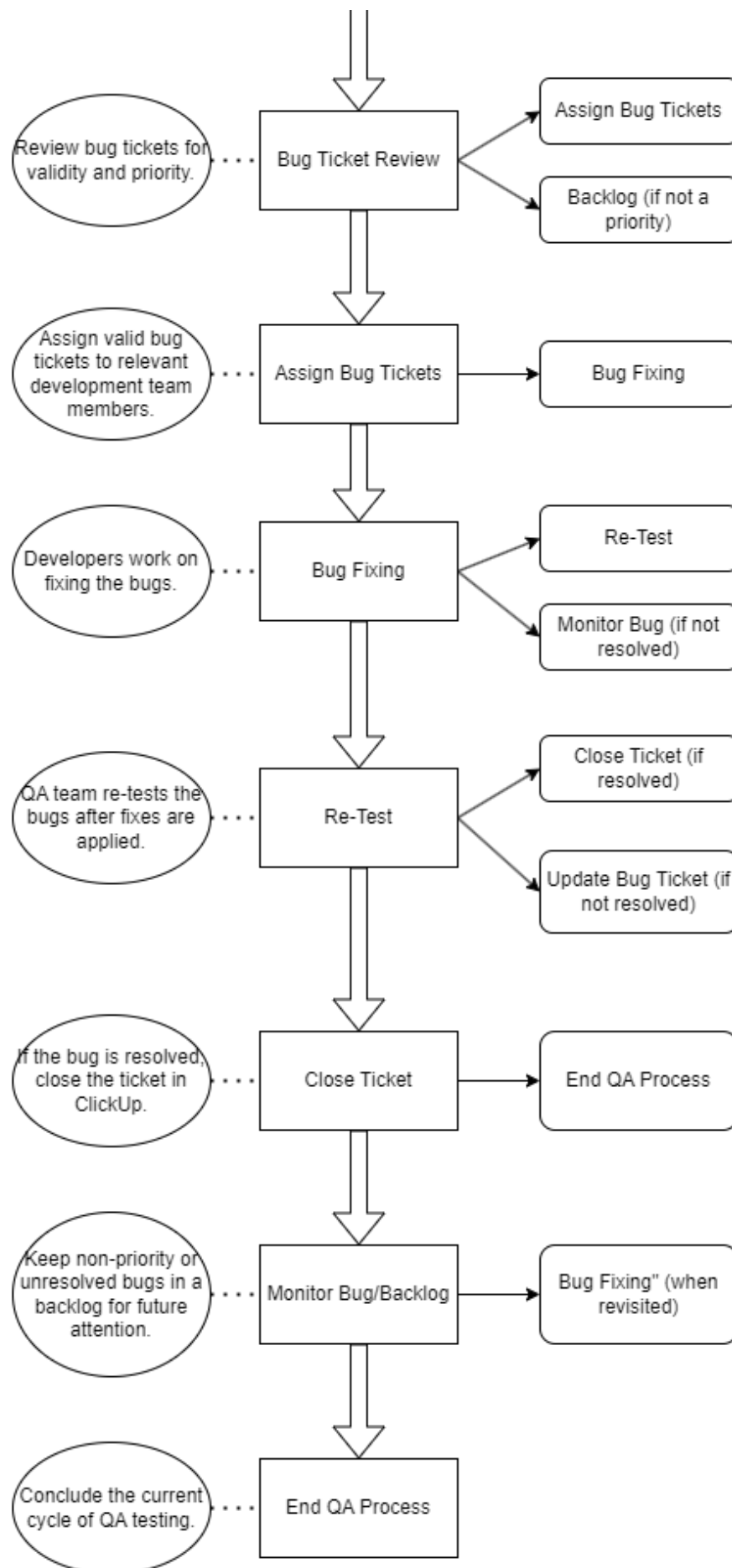
Features	Feature details	Relevant Tests
Game Initialization and cinematics	Game startup, logo display, loading screen, initial cinematic.	Compatibility testing, performance testing, functional testing (for smooth transitions and correct cinematic play).
User Interface (UI) and Navigation	In-game panels (Coco Coast, Daily Tasks, Achievements), hunger bar, shop, settings, character/tool/building/meal panels, inventory, and view mode.	Usability testing, functional testing, compatibility testing (especially for different screen sizes and resolutions).
Control Mechanism	Dynamic touch control circle.	Functional testing (for responsiveness and accuracy), usability testing.
Crafting, Building, and Resource Collection	Resource collection mechanics, crafting and building systems, on-screen resource display, bridge-building mission, automatic crafting/building upon area collision.	Functional testing, performance testing, usability testing.
Task and missions System	Main objectives, daily tasks, and specific missions (like building a bridge, rescuing a character, etc.).	Functional Testing(Verify that tasks and missions can be initiated and completed as designed, and that rewards are appropriately granted),usability Testing(Evaluate the clarity of task objectives and instructions) and exploratory Testing
Character Unlocking and Management	Mechanisms for unlocking new characters, character abilities, and their integration into the game.	Functional testing, regression testing, usability testing.
Character Interaction and Progression	Mission system, character interactions and dialogues, character unlocking and progression, red arrow for navigation.	Functional testing, regression testing, usability testing.
Shop and Currency System	In-game currency (coins and gems), item purchasing, shop inventory.	Functional testing, usability testing.
Settings and Customization	Game settings (audio, controls, graphics), camera view mode.	Functional testing, usability testing.

2. Core gameplay loop



3. Process





4. Bug Report

- **Bug 1: Collision Issues with Other Characters: (Actual bug)**

Bug ID: SI-101

Title: Player can push other characters upon collision

Environment: Android 9.0 , Huawei P30, Game Version 1.0.

Severity: Medium

Description: When the player character collides with non-player characters (NPCs), the NPCs get pushed, which can lead to them being moved out of their designated areas.

Steps to Reproduce:

Approach any NPC in the game.

Move into the NPC.

Expected Result: NPCs should have fixed positions and not be movable by the player.

Actual Result: NPCs are pushed and moved by the player character.

Attachments:

Reported By: Nouha Chebbi

Date Reported : 13/11/2023

Status: New

- **Bug 2: Incorrect collision detection in certain areas (Actual bug)**

Bug ID: SI-102

Title: Player unable to move into specific areas due to incorrect collision objects

Environment: Android 9.0 , Huawei P30, Game Version 1.0.

Severity: High

Description: In certain areas of the game, invisible collision objects prevent the player from moving freely, even though the area appears to be open.

Steps to Reproduce:

Navigate to the workshop in the first island.

Attempt to move the player character around the workshop area.

Expected Result: The player should be able to move freely around it.

Actual Result: Invisible barriers block player movement in the corners, workshop collider dimensions are not correct.

Attachments:

Reported By: Nouha Chebbi

Date Reported : 13/11/2023

Status: New

- **Bug 3: Incorrect English Translation in Dialogue Text**

Bug ID: SI-103

Title: Inaccurate English translations in game dialogues

Environment: Android 12, Google Pixel 5, Game Version 1.3

Severity: Low

Description: Some of the dialogue text in English contains grammatical errors and mistranslations, leading to confusion.

Steps to Reproduce:

Engage in dialogue with NPCs.

Read the English translation of the dialogues.

Expected Result: Dialogues should be correctly translated into English without grammatical errors.

Actual Result: Some dialogues contain incorrect English translations.

Attachments:

Reported By: Nouha Chebbi

Date Reported : 13/11/2023

Status: New

- **Bug 4: Game Crashes**

Bug ID: SI-104

Title: Game crashes intermittently during play

Environment: iOS 14, iPhone 11, Game Version 1.0.

Severity: Critical

Description: The game crashes randomly during gameplay, leading to loss of progress.

Steps to Reproduce:

Play the game for more than 1h.

Observe if the game crashes.

Expected Result: The game should run smoothly without crashing.

Actual Result: The game crashes randomly during gameplay.

Attachments:

Reported By: Nouha Chebbi

Date Reported : 13/11/2023

Status: New

5. Conclusion & Recommendations

The current build of *Stranded Island* demonstrates strong foundational gameplay mechanics and a polished visual style. However, several issues affecting core functionality and user experience were identified during testing, including collision errors, critical crashes, and translation inconsistencies.

To improve the overall stability and quality of the game, the following recommendations are proposed:

- **Prioritize crash resolution**, as it directly impacts player retention and progress.
- **Refine collision systems**, especially around NPCs and key areas like the workshop.
- **Review and correct localization strings** to ensure clear, error-free dialogue.
- **Conduct additional regression testing** after major bug fixes to prevent reintroducing issues.
- **Monitor performance over extended play sessions**, particularly on older mobile devices.