

# Swordigo – Test Summary Report (Android)

**Tester:** Suyash Tiwari  
**Testing Type:** Manual Game Testing  
**Platform:** Android  
**Game Version:** Latest Play Store Version

## Objective

The objective of this testing activity was to verify the functional stability, UI responsiveness, and overall gameplay performance of Swordigo on Android devices.

## Testing Scope

Game launch, menu navigation, save/load functionality, inventory system, gameplay performance, pause and resume behavior.

## Types of Testing Performed

- Functional Testing
- UI/UX Testing
- Exploratory Testing
- Regression Testing
- Performance Observation

## Test Execution Summary

Total Test Cases	6
Test Cases Passed	5
Test Cases Failed	1
Total Bugs Found	2
Critical Bugs	0
Major Bugs	1
Minor Bugs	1

## Conclusion

Swordigo is generally stable and provides a smooth gameplay experience. Minor UI responsiveness issues and one performance-related issue were identified, which should be addressed to further improve user experience.