**Test Summary Report for Realworld Wingsuit Simulator**

**1. Testing Scope**

Functional Testing for the following modules are in Scope of Testing:

- Intro,

- Loading,

- Home page,

- Settings,

- World page,

- 4 game worlds,

- Skin page,

- Game UI.

**2. Metrics**

- Number of planned, executed and passed/ failed test cases.

|  |  |  |  |
| --- | --- | --- | --- |
| **Test cases**  **planned** | **Test cases**  **executed** | **Test cases Pass** | **Test cases Failed** |
| 58 | 58 | 44 | 14 |

- Number of defects identified and severity.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Critical** | **Major** | **Minor** | **Trivial** | **Total** |
| **Open** | 2 | 5 | 12 | 4 | **23** |

* Defects distribution – module wise

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Intro** | **Settings** | **World page** | **4 game worlds** | **Skin page** | **Game UI** | **Total** |
| **Critical** | 0 | 0 | 1 | 1 | 0 | 0 | **2** |
| **Major** | 0 | 1 | 0 | 4 | 0 | 0 | **5** |
| **Minor** | 0 | 1 | 2 | 7 | 1 | 1 | **12** |
| **Trivial** | 1 | 0 | 0 | 0 | 0 | 3 | **4** |
| **Total** | **1** | **2** | **3** | **12** | **1** | **4** | **23** |

**3. Types of testing performed**

**- Smoke Testing**

I tested it right after downloading and installing the game. I made sure that the main functions are working:

* Intro is loading;
* Loading is functioning;
* Home page is functioning;
* Settings page is functioning;
* World page is functioning;
* The "Mountains" game world is open, is functioning;
* The rest of the game worlds are locked;
* Skin page is functioning;
* The "Sports" suit is open;
* The rest of the skins are locked;
* Sounds is functioning,

So I started testing.

**- Sanitary testing**

I did this type of testing after testing Smoke to prove that certain features work as expected.

* Intro is working, but Trivial bug found;
* Loading is working properly;
* The home page is functioning properly;
* The settings page is functional, but Trivial bug was found;
* The world page is functioning properly;
* The world of the game "Mountains" is open, functions properly;
* The rest of the game worlds are locked, but Critical bug was found;
* The skin page is functioning properly;
* Suit "Sport" is open;
* The rest of the skins are locked;
* Sounds work, but Minor bugs were found.

**- Functional Testing**

This testing was conducted for possible general issues with the game or its user interface and graphics and other features of the tested game. Checked:

* Colors and background, was successful;
* Textures, Minor bug was found;
* Menu structure, was successful;
* The structures of the game worlds, Major bug was found;
* Aspects of the game, was successful;
* Cameras, Minor bug was found;
* Screen resolution, was successful;
* Text, Trivial bugs were found;
* Font size, was successful;
* Installation, was successful;
* Animation and sound elements, was successful, etc.

**- Integration Testing**

Integration of software modules has been carried out, such as:

Home page and World (the game world selected by the user must be appears on the home page), was successful;

Home page and Skin (the character must be appears on the home page in the wingsuit chosen by the user), was successful;

Loss/Restart and advertising (in case of loss or pressing the "Restart" button, advertising must be enabled), was not successful, Critical bug was found;

Best records and corresponding worlds (on the page for selecting the game world for each game world, must be corresponding records are displayed), was successful, etc.

**- Compatibility Testing**

The game was checked on different devices such as Samsung duos Galaxy note 9, iPhone 7 and Samsung Galaxy A30s. The game installed and uninstalled on all supported mobile phones. Compatibility Testing was successful.

**- Recovery testing**

I checked how well the game recovers after a crash and other cases:

* Game behavior during a call (pause during a call), was not successful, Major bug was found;
* Forced exit from the game (the game stops and resumes at the next login), was successful;
* Internet disconnection (works without internet), was successful;
* Opening the quick settings panel (pause during open), was not successful, Major bug was found, etc.

**- Мonkey Testing**

The check didn’t reveal random and unpredictable events.

**- Ad-Hoc Testing**

Free-form testing was carried out. Bugs are found: 2 Major bugs and 1 Minor bug.

**- Usability testing**

It was checked how convenient it is for the user to use the interface.

* Usability, Minor bugs were found;
* Design, Minor bug was found.

4**. Test Environment**

The game is implemented on Android and iOS devices. Testing was carried out on the following mobile devices:

- Samsung duos Galaxy note 9:

* Screen: 6,4″, 2960×1440 (18,5:9), 516 ppi;
* Android Version: 10

- iPhone 7:

* Screen: 4,7″, IPS, 1334×750, 326 ppi;
* iOS Version: 15.1

- Samsung Galaxy A30s:

* Screen: 6,4″, 1560 x 720, Super AMOLED;
* Android Version: 11

**5. Exit Criteria**

Exit Criteria is defined as a Completion of Testing by fulfilling certain conditions:

- All test cases should be executed – Yes

- All defects in Critical, Major, Minor severity should be verified and closed – In progress.

- Any open defects in Trivial severity – Action plan prepared with expected dates of closure (will be fixed before update).

**Bug list**

1. Front the "Intro" is gray background - Trivial bug.
2. "Setting" has the word "Standard" - Trivial bug.
3. You can cheat the clock (move the clock forward and open the game world "Winter") - Critical bug.
4. There should be no sound on the "Skin" page - Minor bug.
5. There should be no sound on the "Settings" page - Minor bug.
6. In the game world "Mountains" the sound is low - Minor bug.
7. In the game world "Winter" the sound is low - Minor bug.
8. In the game world "Forest" the sound is low - Minor bug.
9. In the game world "Skylands" the sound is low - Minor bug.
10. There is a problem with the texture of the helmet - Minor bug.
11. The character must not go through the terrain - Major bug.
12. Fix camera when user loses (depending on the position of the character, the camera can get very close) - Minor bug.
13. Check and correct the message Unlock with score in the pop-up window - Trivial bug.
14. Check and correct the message Unlock with time in the pop-up window - Trivial bug.
15. Advertising doesn’t turn on when user lose and restart the game - Critical bug.
16. Pause during a conversation - Major bug.
17. Pause during the quick settings panel open - Major bug.
18. Fix counting score (sometimes it counts 1 point less) - Major bug.
19. Reduce the appearance time of "Your Store" pop-up, because when losing, depending on the position, the user can see a twitching character - Minor bug.
20. If you click on "Settings" immediately after the start of the game, then the pause does not work - Major bug.
21. Fix the right button stuck in Worlds - Minor bug.
22. Change the design of the game world selection page - Minor bug.
23. The game interface touches the bangs of the phone (you need to lower it down a little) - Minor bug.