Testing Challenge

## Introduction

The challenge consists of 2 parts:

1. Practical: Your task is to test a given Brain Training exercise (we call it “Colour Craze”), document your findings. Please pay attention to all possible issues that you would report if this was supposed to be deployed exactly AS-IS to thousands of users.
2. Short questionnaire

## Practical part:

### General description of the given exercise

Tap the box that is required by the task, without getting distracted. Pay attention to the font color of a displayed word, or to its meaning, depending on the task.

Learn by doing.

### Instructions to start the exercise

Download:

https://drive.google.com/file/d/1ErKO00SAesclRA4P3QOAVmgksCvNDO48/view?usp=sharing

Under the link above, there is a zip package that contains a standalone build:

* Unpack the content
* Open the index.html file in your browser
* Play the exercise (There is an ingame tutorial that explains how it works, if anything stays unclear from that we are happy to hear your feedback about this as well)
* Document bugs you find (If necessary with steps to reproduce the observed behaviour)

For running the build locally you might need to update a security setting depending on your browser (**We recommend Firefox or Chrome, especially Safari can have issues playing the content**)

***Note****: Cross-browser testing is not required. Do the test execution in any browser that works for you.*

**Firefox** (recommended browser for running WebGL)

* Type about:config in the navigation bar
* Search for the security.fileuri.strict\_origin\_policy parameter
* Click that parameter to change it to false
* Also works with privacy.file\_unique\_origin parameter

**Chrome**

* Add a shortcut to Chrome on your desktop if you don't have one
* Right click the shortcut and select Properties
* Select the Target text box, go to the end, add a space and add --allow-file-access-from-files
* Double-click the index html file for the WebGL build and copy the URL in the navigation bar when the browser opens
* Close the browser
* Start the browser using the shortcut, paste in the URL you copied in Step 4 and press enter

**Microsoft Edge**

No need to do anything, WebGL builds work fine.

**Safari**

* Enable the develop menu using the preferences panel, under Advanced → “Show develop menu in menu bar”
* From the safari “Develop” menu, select “Disable local file restrictions”

As a general rule, restart your computer after making these changes since some browsers require it and some don't.

## Questionnaire:

Please answer the following questions. Include your responses to the same document where you collect findings from practical testing task.

1. Are you used to also checking console logs and network traffic? If there is a need to manipulate network requests, what is your favorite tool for that job?
2. Please review this scenario: We have a mini evaluation which consists of 5 questions. Each question can be answered correctly or incorrectly. We need to calculate the amount of ALL possible cases (for example, the user answers correctly on the first 3 questions and incorrectly on the next 2, etc). Please write down the amount of all possible cases (the number). Explanation is optional.
3. Imagine you are testing a new feature in the App or Web that uses data loaded from API. There's only a minimal amount of example data present in DB at the moment and back-end developers are busy, so they can't generate more now, only the next day. What will be your next steps? Please describe all options, if you have multiple.
4. Please describe what are the specifics/challenges of Mobile Apps testing in your opinion?
5. In your opinion, when is it reasonable to use a checklist and when it's more reasonable to have test cases?

## Deliverable

Please send the list of your findings and questionnaire responses back via a message on the platform you joined the challenge from. If possible, the items should be on a Google spreadsheet.

The top priority is on finding all possible issues.

## Have fun!