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| **ID: 1** |
| **Summary:** The main screen doesn’t update league name after league renaming and saving |
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| **Severity (Critical, Major, Medium, Minor):** minor |
| **Description:** When changing a league name by 3-dotted button in the drawer, new league name isn’t displayed on the main screen until the screen isn’t updated |
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| **Steps to reproduce:** |
| Precondition: create league named “family” and open the main screen  1. being on the main screen click 3-dotted button near the league “family” in the opened drawer and enter new name “our club”  2. click OK and then click on the main screen  3. repeat steps #1,2 using new name “new1” |
| **Actual result:** previous league name is displayed on the main screen |
| **Expected result:** new league name is displayed on the main screen |

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| **ID: 2** |
| **Summary:** in modal dialogue ‘rename or delete league’ [delete this league] button needs to be pressed twice for league deleting |
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| **Severity (Critical, Major, Medium, Minor):**minor |
| **Description:** Nothing happens by first clicking [delete this league] button in settings ‘rename or delete league’. Only second clicking activates [ok] button for deleting |
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| **Steps to reproduce:**  Precondition: verify there are two created leagues  1. open first league settings by 3-dotted button in the drawer  2. click [delete this league] button and then [ok]  3. repeat steps #1,2 for second league |
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| **Actual result:** there is no deleted league in drawer and on the main screen |
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| **Expected result:** there is still opened dialogue after step #1 |
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| **ID: 3** |
| **Summary:** there is no confirmation when a league is deleted by [delete this league] button in modal dialogue ‘rename or delete league’ |
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| **Severity (Critical, Major, Medium, Minor):minor** |
| **Description:** for deleting a league in modal dialogue ‘rename or delete league’ when clicking [delete this league] button and after clicking [ok] button the confirmation massage isn’t opened and the league is deleted |
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| **Steps to reproduce:**  Precondition: verify there are two created leagues  1. open first league settings by 3-dotted button in the drawer  2. click [delete this league] button and then [ok]  3. repeat steps #1,2 for second league |
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| **Actual result:** there is no confirmation and the league is deleted |
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| **Expected result:** confirmation message is opened and the league is deleted |
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| **ID: 4** |
| **Summary:** the symbol = is lost in the requirements for score X < BorderNormalGame = RedBall |
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| **Severity (Critical, Major, Medium, Minor):major** |
| **Description:** there is no description in requirements for the result when setting a score which is equal to “normal game” in settings. |
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| **Steps to reproduce:**  Precondition: verify the settings: good-200, normal-100. open a league and create three games with scores/colored balls: 56/red ball, 101/yellow ball, 280/green ball  1. click on game with score 101 and change it for 100  2. click [ok] button |
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| **Actual result: red ball icon**  “Все, что меньше BorderNormalGame, - плохая игра, таким играм соответствует красный индикатор:  X **<**BorderNormalGame = RedBall” |
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| **Expected result: red ball icon**  “Все, что меньше BorderNormalGame, - плохая игра, таким играм соответствует красный индикатор:  X **<=** BorderNormalGame = RedBall” |

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| **ID: 5** |
| **Summary:** inconsistency in the requirements: there are two modal dialogues in the app by opening add/edit game and settings |
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| **Severity (Critical, Major, Medium, Minor):medium** |
| **Description:** there is the modal dialogue in opened league after clicking [add game] button. There is the modal dialogue by clicking on 3-dotted button in action bar and then [settings] button or hardware menu button and then [settings] button |
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| **Steps to reproduce:**  Precondition: verify there is min one league  1. open a league and click [add game] button  2. click the main screen out of ‘add/edit game’ dialogue border  3. repeat step #2 after clicking 3-dotted button in action bar and then [settings] button  4. repeat step #2 after clicking hardware menu button and then [settings] button |
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| **Actual result:** modal dialogue is still opened |
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| **Expected result:** modal dialogue is closed |

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| **ID: 6** |
| **Summary:** two GUI bugs |
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| **Severity (Critical, Major, Medium, Minor):minor** |
| **Description:** in the action bar burger menu button is partially off screened (pict#1). Logo ‘QA Battle’ has many chars, so it’s unreadable on a mobile app (pict#2). |
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| **Steps to reproduce:**  1. open the mobile app ‘Best Score’ |
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| **Actual result:**    **Graphical user interface, text, application, chat or text message  Description automatically generated** |
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| **Expected result:** burger menu button is fully visible. Logo ‘QA Battle’ is readable. |