

Manual Testing Report

Tester: Todorut Victor

Platform: PC Windows

Mode: Single-Player

Game Title:

Assassin's Creed Valhalla (2020)

Overview:

This report summarizes manual QA testing performed on *Assassin's Creed Valhalla*, with a focus on a specific technical bug encountered during gameplay. Testing included multiple sessions to reproduce the issue while identifying inconsistencies in player character climbing mechanics. Expected versus actual behavior was tracked to document the bug.

Bugs:

	Bug Title / Description	Steps to Reproduce	Expected Result	Actual Result	Reproducibility / Priority
1	Climbing Glitch Bug / When a player attempts to climb a steep surface, there is a chance the character will enter a glitched state, becoming unresponsive to player input.	1. Locate a mountain or very steep rock face. 2. Attempt to climb the surface by running into it and pressing the climb button. 3. Continue attempting to climb the surface for approximately 10-15 seconds. 4. Release all inputs and observe the player character's state.	The player character should either slide down the surface or stop attempting to climb and return to a standing animation, allowing free movement.	The player character gets stuck in a climbing animation or a static position, becoming completely unresponsive to player input. The only way to leave this state is to load a save game or restart the game.	2/4 (50%) / Medium
2	Enemies would detect the player through walls in stealth mode / While	1. Enter an area with patrolling enemies.	Enemies should not detect the	Enemies detect and engage the	2/5(40%) / High

	in stealth mode, enemies can detect and engage the player even when there is a solid wall or obstacle between them, breaking intended stealth gameplay.	2.Position yourself behind a solid wall or obstacle. 3.Enter stealth mode. 4.Move or remain still while enemies are nearby.	player when a solid wall or obstacle blocks the line of sight.	player despite a wall or obstacle being in the way.	
3.	Big Enemies Sometimes Get Stuck in Water / In certain areas containing water, big enemies like a bear may become stuck and unable to move, attack, or react, remaining in place indefinitely.	1.Lure a big enemy into a body of water or wait for one to pathfind near it. 2.Observe enemy behavior.	Enemies should navigate through or around water without becoming stuck, maintaining normal AI behavior.	Enemies sometimes become stuck in place while in water and fail to continue normal AI actions.	4/7 (~57%) / Medium

Issues/ UX Feedback:

Issue	Description	Improvement Options
Skill Tree Clarity	The star-like structure of the skill tree is so large and sprawling that it can be confusing and overwhelming for players.	Visually grouping related skills to make it easier to specialize.
Audio Clarity and Volume	The sound design can sometimes create a muffled, "cave-like" effect, where sounds are too low or lack crispness	The sound mix should be more balanced and consistent.

Environment:

- Device: PC
- OS: Windows 10
- App Version: 1.2.0
- Build Type: Released

Attachments:

<https://imgur.com/a/GvsWdO2>

Conclusions:

Overall, *Assassin's Creed Valhalla* is a great-looking and fun game with a huge world to get lost in. However, my testing found some key issues that really impact the core gameplay. For instance, UX issues like the confusing skill tree and inconsistent audio can really break the immersion.