

Manual Testing Report

Tester: Todorut Victor

Platform: PC Windows

Mode: Single-Player

Game Title:

Cyberpunk 2077 (2020)

Overview:

This report summarizes manual QA testing performed on ***Cyberpunk 2077***, focusing on both technical bugs and user experience observations. Testing included multiple sessions to reproduce known and potential bugs while identifying inconsistencies in player movement, stealth combat, and vehicle summoning. Expected versus actual behavior was tracked, and observations were used to identify technical bugs and user experience (UX) issues.

Bugs:

	Bug Title / Description	Steps to Reproduce	Expected Result	Actual Result	Reproducibility / Priority
1	Propel Bug / If you access any menu while in the healing stim animation you will propel yourself forward a decent distance.	1. Use a 'Healing Stim' 2. Access any menu while in animation 3. Leave the menu	After accessing and exiting any menu during the healing stim animation, the player character should remain in the same position and the healing animation should resume normally, without any unintended	Upon exiting any menu during the healing stim animation, the player character is propelled forward a significant distance, bypassing normal movement speed and momentum	3/4 (75%) / Medium

			movement.	rules.	
2	Stealth Takedown Bug / When performing a stealth takedown on an enemy, there is a chance the enemy will get back up and resume normal behavior instead of remaining incapacitated.	1. Approach an enemy in stealth mode. 2. Perform a stealth takedown.	The enemy remains incapacitated and does not return to active state.	The enemy sometimes gets back up after the takedown and resumes normal activities.	2/5 (40%) / Medium
3	Car Summon Bug / When summoning a player-owned vehicle, there is a chance it will spawn on top of, inside, or in direct collision with a non-player car or static object in the game world. This can lead to the summoned vehicle being immediately damaged, clipping, or becoming inaccessible.	1.Ensure the player is in an area with a high density of vehicles or objects. 2.Use the "Summon Vehicle" keybind. 3.Observe the summoned vehicle's spawn location.	The summoned vehicle should spawn in a clear, unoccupied area near the player	The summoned vehicle sometimes spawns in a location already occupied by another vehicle or object, causing a collision.	2/5 (40%) / Medium

Issues/ UX Feedback:

Issue	Description	Improvement Options
Wanted/Police System	The Police System is instantly spawning behind you when you are wanted, which is immersion-breaking and frustrating.	Police could spawn in a large radius around the player and take time to arrive, creating a more realistic and engaging pursuit.
Fast Travel	Fast travel feels non-immersive because there are unused trains in the game's world.	Allow short-distance travel via the map, but require players to physically go to train stations for longer trips.
Performance	The game suffers from framerate drops and stuttering, particularly in crowded areas of the city.	Optimize performance to improve framerate stability and reduce stuttering, especially in dense urban environments.

Environment:

- Device: PC, GOG
- OS: Windows 10
- App Version: 1.1
- Build Type: Released

Attachments:

[Videos to all bugs](#)

<https://imgur.com/a/K8bUIHj>

Conclusions:

Cyberpunk 2077 is a fun and well-looking game, but uncovered a few key problems that really mess with the core gameplay. The bug with the healing stim and the stealth takedown makes the game feel unpredictable, and the car call bug can be super frustrating. These issues break the immersion and make it feel like the game's mechanics aren't reliable. If these bugs were fixed and a few improvements to some systems and mechanics, the game would be a lot more polished and a much better experience overall.