

Please follow "[Ludo Star](#)" as user experience and features references

Problems exists from previous test:

Login

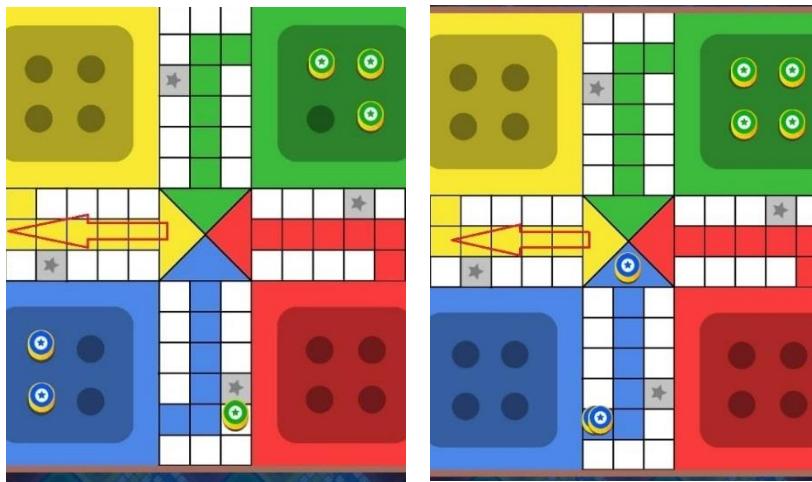
- Shows form first then connecting if already logged
 - => If already logged in, do not show form, only connecting text is fine.

Register

- > No back to login button
 - => Add login button in register view

Game Play

- > Pieces are not visible if placed in left and right side boxes
 - => Only faced in Xioami MI A2



Chat

- > Does not close when clicked outside
 - => Chat should close if clicking outside
- > Chat text transition is very slow
 - => Chat text transition can be a little bit fast

App

- > No exit button

New problems:

Login

-> showing unidentified "button" in login screen

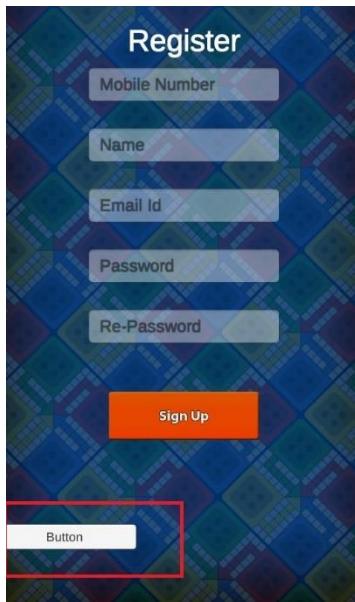
=> Button should be identified or removed.



Register

-> showing unidentified "button" in register screen

=> Button should be identified or removed.



App

-> showing unidentified "button" in game type selection screen

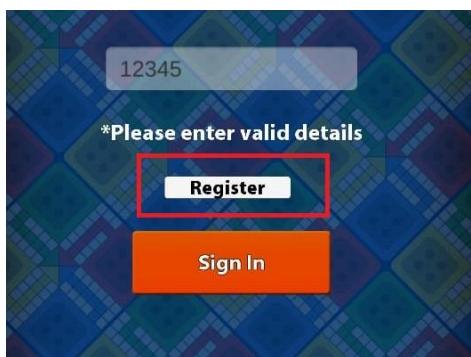
=> Button should be identified or removed.



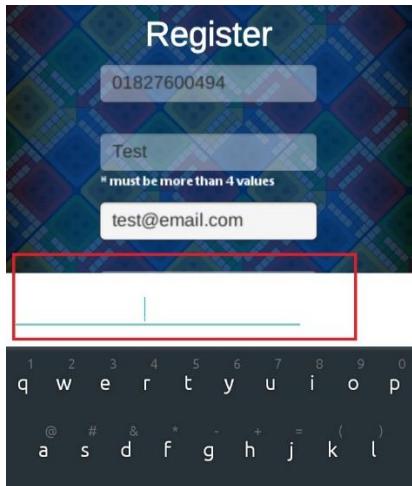
- > Already registered with valid name but sometimes showing username as "Error"
- => It should show username properly



- > Register button is very thin.
- => Button design should more attractive



- > In all forms input if focus and start typing its showing invisible typing characters
- => It should show typing texts properly (Tested device: Huawei Y6 II, not in all devices)



- > Update text in buy request screen from "B cash number" to "bKash number"
- > Update input field type for "bKash number" to "numeric or mobile number".
- > Update input label type from "Transaction number" to "Transaction ID"
- > Update input field type for "Transaction ID" to "text"

Private Room

- > "Have a PRIVATE ROOM CODE" text is not showing properly
- => Text should show properly in all devices



Game Play

- > After roll to get 6 possibility is very low, user might not get interest if possibility is low.
- > One player's all pieces are whole packed, but another player's not a single pawn was raised.
=> It should add some conditions so that game is flowing balanced, and all players can enjoy game.
- > If one player not rolled, it returning back chance to opponent player after 20 seconds.
=> It should roll and move pieces by robot after 10 or 15 seconds.

- > If one player rolled, but not passing pieces, it returning back chance to opponent player after 20 seconds.
=> It should move pieces by robot after 10 or 15 seconds.
- > Game closes if app is minimized
=> It should not closed, it should play automatically by robot, if user not left playing room.
- > Please make rolling icon more animated/smooth while rolling.
=> Reference "Ludo Star"
- > Please make move pieces more animated/smooth while moving.
=> Reference "Ludo Star"
- > 1vs1 private match: Players vice versa area colors are not showing properly.
=> suppose one player is using blue color showing opponents color is green, but in opponent device it's actually red.

