QA Summary Report

Game Tested: Spirit Hatch

Dev Team: Abid, Masoud, Karim, Simone

QA Team: Gabe, Troy, Huzaifah, Rahul

Testing Period: Week 6 (Tue–Fri)

Report Date: 2/13/2026

Executive Summary

We conducted comprehensive QA testing on Spirit Hatch over 4 days. Our team tested 3 core features, ran 27 test scenarios, and filed 5 GitHub Issues documenting bugs across all severity levels.

Key Finding: The game has a well developed structure but it has an error that makes it impossible to lose, and the ease with which you can gain stats makes it slightly monotonous.

Testing Overview

What We Tested

- Happy path (normal gameplay) ✓
- Input validation & edge cases ✓
- Win/lose conditions ✓
- State management ✓
- Complex scenarios & sequences ✓

Coverage Summary

Features Tested: The game runs in accelerated time, your spirit's stats decay constantly, and evolution unlocks at specific ages
Feature 1: 100% tested
Feature 2: 100% tested
Feature 3: 100% tested

Test Types: Functional testing, Negative testing, boundary testing, and some exploratory testing

Bug Summary

By Severity

Critical: 1 bugs (game-breaking)
High: 3 bugs (core features broken)
Medium: 1 bugs (partial functionality issues)
Low: 1 bugs (cosmetic or minor edge cases)

Total Bugs Filed: 6

By Category

Input Validation: 2 bugs
Logic Errors: 2 bug
State Management: 1 bug
UI/UX Issues: 1 bug
Other: 0 bugs

Critical Issues (Must Fix Before Handoff)

These bugs prevent the game from being playable or break core mechanics.

#	Title	Severity	Steps to Reproduce	GitHub Issue
1	Missing input validation in the processs_command method	Critical	1. Run the game 2. Set your pet name to a string that consists of a billion characters. 3. The game becomes extremely laggy.	[Issue 1](#)

High-Priority Issues (Fix ASAP)

These bugs affect core features but don't prevent gameplay.

#	Title	Severity	Steps	GitHub Issue
2	The game is impossible to lose	High	1. Open the game 2. Name the animal and press enter 3. Wait until hunger or happiness hit 0 4. The animal does not fade away, the game continues	[Issue 2](#)
3	Missing input validation in the processs_command method	High	1. Run the game 2. Set your pet name to a string that consists of a billion characters. 3. The game becomes extremely laggy.	[Issue 3](#)

| 4 | CTRL + C Causes a keyboard Interupt error. | High | 1. Open Terminal
2. Run Game
3. While game is waiting for player input for Spirit Name, enter "Ctrl" + "c"
4. Observe error | Issue 4 |

Medium & Low Priority Issues

#	Title	Severity	Steps	GitHub Issue
5	Visual bugs on title screens	Low	1. Run the game. 2. The bug occurs on ANY screen that looks like the example below where the shorter sides of the rectangle are not in alignment.	Issue 5
6	Status check always indicates that Spirit is able to evolve, even if its stats aren't high enough.	Medium	1. Open the game's main.py file 2. Begin playing through the game 3. Reach the point of the game where you have the option to evolve but make sure your stats don't meet the requirements 4. Check your status screen	Issue 6

Documented in GitHub Issues. These can be deferred or fixed in sequence.

Testing Insights

What Worked Well

The commands (Aside from the play command) Wor
[Code quality made testing easier]
[Clear documentation helped understanding]

Areas for Improvement

[Input validation is weak]
[State management has logic errors]
[Error messages are unclear]

Patterns Noticed

N/A

Recommendations for Dev Team

Critical Fixes (Priority 1)

Make the game possible to lose.

Important Fixes (Priority 2)

Improve input validation when setting the pet name (string length cap)
Fix state tracking in
Make sure the play command decreases hunger instead of increasing it

Polish/Optional Fixes (Priority 3)

Try to make sure the borders for the title screens are aligned

Test Environment

Platform: Python 1.3 - Visual Studio

Game Version: 1.0

Testing Tools: Manual testing + GitHub Issues

All GitHub Issues

Complete list of filed bugs: See dev team repo for all open GitHub Issues tagged qa-week6

Total: 6 issues

Closed: 0 Issues

Open: 6 Issues

Conclusion

The game has 6 documented issues ranging from critical to cosmetic. With focused effort on critical bugs, the core gameplay loop is playable. Input validation and state management are the areas needing most attention.

QA Team Sign-Off

Test Lead: Gabriel Cardenas

Submitted: 2/13/26

Team Members:

    Gabriel Cardenas
    Rahul Murgai
    Huzaifah Sajjad

Troy Gardner II

Appendix: Detailed Test Scenarios

Scenario 1: [Happy Path]

Result: Passed

Notes: Game works as intended if you win.

Scenario 2: [Input Validation]

Result: Partial

Notes: Certain input doesn't work when necessary.

Scenario 3: [Edge Cases]

Result: Partial

Notes: Again, most random edge cases work. Example of random edge case that causes problems: **https://github.com/Gcc07/GroupSprint-QA/issues/6**

Questions for Dev Team (If Applicable)

If there were ambiguities in how the game should work, note them here so dev team can clarify in Week 7:

Why does the health drain so slow?

End of Report