

Manual Testing Report: Elden Ring Nightreign

Test Date: 04/06/2025

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Platform: PC Windows, Steam

Mode: Co-op, Single-Player

1. Overview

This report covers gameplay, UI, and multiplayer co-op testing for *Elden Ring: Nightreign*, with a focus on late-game areas, boss encounters, item interactions, and online features. Testing included multiple single-player and co-op sessions to reproduce known and potential bugs while identifying inconsistencies in movement, combat, and event generation. Special attention was given to repetitive or missing events, such as Shifting Earth and other region-specific encounters. Expected versus actual behavior was tracked with reproducibility notes, and observations were used to suggest improvements to gameplay variety, challenge, event consistency and boss mechanics.

2. Environment

- **Platform:** PC, Steam
- **OS:** Windows 10, Game version: v1.01.1
- **Test Duration:** ~6 hours

3. Test Methodology

- Exploratory Testing
- UI/UX Testing
- Reproduction for discovered bugs

4. Bugs & Issues

#	Description	Steps to reproduce	Reproducibility
1	Party Defeat Triggered Incorrectly in Final Boss Fight with Wending Grace Item	1. Start a multiplayer co-op session with 2-3 players 2. Reach the final day boss 3. Ensure at least one player has Wending Grace item 4. Have all players die 5. Player with Wending Grace revives.	Always
2	Spectral Hawk Tree launches player backwards instead of the intended path	1. Locate a Spectral Hawk Tree 2. Position your character in front of the tree and rotate the camera opposite the tree flight path. 3. Summon the Spectral Hawk	Sometimes
3	Open world bosses can be exploited with a grace nearby	1. Locate an boss in the open-world 2. Find a Grace close to the boss area 3. Rest at the Grace repeatedly during the fight to restore health and flasks.	Always
4	Shifting Earth Events are not consistent or not present at all during multiple runs	1. Start a Single-player or co-op session 2. The map generates the same Shifting Earth event across multiple playthroughs, or no events spawn at all	Sometimes
5	Noticeable stutters or frame drops during certain bosses, including Adel, Baron of Night, and Fulghor, Nightglow	1. Reach the boss encounter with Adel, or Fulghor 2. During combat, particularly in Stage 2 of these bosses, stutters and frame drops can be observed.	Sometimes

Screenshots/Videos

1. Party Defeat Triggered Incorrectly in Final Boss Fight with Wending Grace Item



2. Spectral Hawk Tree launches player backwards instead of the intended path



3. Open world bosses can be exploited with a grace nearby



5. Noticeable stutters or frame drops during certain bosses, including Adel, Baron of Night, and Fulghor, Champion of Nightglow



4. Insights

- Introducing a **duo game mode**, giving players the option to play with two instead of being limited to single-player or three-player co-op.
- **Shifting events and other in-game events** should occur more frequently, with clearer guidance or clues to help players understand objectives.

5. Conclusion

Elden Ring: Nightreign is an engaging and enjoyable game for fans of the genre and even for some newcomers. Cooperative play adds a fun social dimension, but certain exploits and bugs can disrupt gameplay flow and reduce the overall experience. Addressing these issues would help maintain immersion, challenge, and enjoyment for all players.