

# TEST REPORT

Test summary report for the word game  
- Apurva Sharma

Test Case ID	TC01	Test Case Description	Verify that the play area is rendered with the specified dimensions, fonts and background color.		
Created By	Apurva	Reviewed By		Version	1.0

Tester's Name	Apurva	Date Tested	8-feb-2024	Test Case (Pass/Fail/Not Executed)	Pass
---------------	--------	-------------	------------	------------------------------------	------

S #	Prerequisites:	S #	Test Data/Environment
1	The game interface is loaded to the browser.	1	Chrome/Firefox/Edge
2	The words "It's all about the flow" are visibly displayed within the game interface.	2	No test data required

Acceptance Criteria	Font, color and dimensions are rendered according to the specification.
---------------------	---

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Right-click on the browser and select "Inspect".	Developer Tools panel opens	Developer Tools panel opens	Pass
2	In Developer Tools, go to "Elements" tab, check play area dimensions.	Play area element has specified dimensions.	Play area element has specified dimensions.	Pass
3	Confirm play area background color white in style properties	Background color property matches specified color	Background color property matches specified color	Pass
4	Verify that the words "It's all about the flow" are displayed in the specified font size and color.	Words "It's all about the flow" are displayed in the specified font size	Words "It's all about the flow" are displayed in the specified font size	Pass

Test Case ID	TC02	Test Case Description	To verify that words can be dropped in any order and subsequent words can only be dropped in the correct sequence (right before or right after the previously dropped word).		
Created By	Apurva	Reviewed By		Version	1.0

Tester's Name	Apurva	Date Tested	8-feb-2024	Test Case (Pass/Fail/Not Executed)	Pass
---------------	--------	-------------	------------	------------------------------------	------

S #	Prerequisites:	S #	Test Data
1	The game interface is loaded and accessible.	1	Chrome/Firefox/Edge
2	The words "It's all about the flow" are visibly displayed within the game interface.	2	No test data required

Acceptance Criteria	The system should initiate the game timer automatically on clicking "Game Start," maintain random non-intersecting word positions, enable word movement with mouse events to the line, validate color change near drop, support drag-and-drop for correct word placement, and reset the game upon page refresh.
---------------------	---

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Click on the “Game Start” button and Verify the game timer should automatically start as soon as the page loads	Game timer should start on the page load.	Game timer starts as expected	Pass
2	Verify that words are randomly positioned initially without intersecting each other.	Words should be randomly positioned.	Words are randomly positioned.	Pass
3	Ensure that with mouse events able to move the words of the sentence to the line at the bottom of the play area.	With the mouse events it should be possible to move the words in ply area.	Words are possible to be moved using mouse in the play area.	Pass
4	Drag word “it” and put it on the line.	Word should animate to appropriate position on the line.	Word animates to appropriate position.	Pass
5	Drag The valid next word “all” and put it on the right position of word “about”	The word “all” should be accepted and automatically positioned to the left.	The word “all” is automatically positioned to the left of about.	Pass
6	Drag The valid next word “the” and put it on the left position of word “all”	The word “the” should be accepted and automatically positioned to the right.	The word “the” automatically position to the right.	Pass
7	Drag remain words “It’s” and “Flow” in any order and placed in any position.	Both the words should get accepted and automatically position at the right place and Game over message with time should be shown.	Words are aligned in correct order and Game Over is displayed with the time.	Pass

Test Case ID	TC03	Test Case Description	To verify that words can be dropped in any order and the color of the line changes to Green/Grey when the word is accepted or near the line.		
Created By	Apurva	Reviewed By		Version	1.0

Tester's Name	Apurva	Date Tested	8-feb-2024	Test Case (Pass/Fail/Not Executed)	Pass
---------------	--------	-------------	------------	------------------------------------	------

S #	Prerequisites:	S #	Test Data
1	The game interface is loaded and accessible.	1	Chrome/Firefox/Edge
2	The words "It's all about the flow" are visibly displayed within the game interface.	2	No test data required

Acceptance Criteria	The line should change color at an appropriate distance from the drop area.
---------------------	---

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Click on the “Game Start” button and Verify the game timer should automatically start as soon as the page loads	Game timer should start on the page load.	Game timer starts as expected	Pass
2	Verify that words are randomly positioned initially without intersecting each other.	Words should be randomly positioned.	Words are randomly positioned.	Pass
3	Ensure that with mouse events able to move the words of the sentence to the line at the bottom of the play area.	With the mouse events it should be possible to move the words in ply area.	Words are possible to be moved using mouse in the play area.	Pass
4	Check that the line changes color Green, Gray when a correct word is close enough to be dropped.	Color of the line should change to Green/Grey when the word is accepted	Color of the line changes to Green/Grey when the word is accepted	Pass

Test Case ID	TC04	Test Case Description	To verify that words can be dropped in any order and the color of the line changes to red if not accepted		
Created By	Apurva	Reviewed By		Version	1.0

Tester's Name	Apurva	Date Tested	8-feb-2024	Test Case (Pass/Fail/Not Executed)	Fail
---------------	--------	-------------	------------	------------------------------------	------

S #	Prerequisites:	S #	Test Data
1	The game interface is loaded and accessible.	1	Chrome/Firefox/Edge
2	The words "It's all about the flow" are visibly displayed within the game interface.	2	No test data required

Acceptance Criteria	the line should turn red and the word cannot be successfully dropped, it should indicate to the user that the drop action will not be accepted or processed.
---------------------	--

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Click on the “Game Start” button and Verify the game timer should automatically start as soon as the page loads	Game timer should start on the page load.	Game timer starts as expected	Pass
2	Verify that words are randomly positioned initially without intersecting each other.	Words should be randomly positioned.	Words are randomly positioned.	Pass
3	Ensure that with mouse events able to move the words of the sentence to the line at the bottom of the play area.	With the mouse events, it should be possible to move the words in ply area.	Words are possible to be moved using the mouse in the play area.	Pass
4	Check that the line changes color to Red when an incorrect word is close enough to be dropped.	Color of the line should change to Red when the word is dropped and not accepted	Color of the line does not change to Red when the word is not accepted	Fail

Test Case ID	TC05	Test Case Description	To verify that words can be dropped in any order and subsequent words are dropped out of sequence.		
Created By	Apurva	Reviewed By		Version	1.0

Tester's Name	Apurva	Date Tested	8-feb-2024	Test Case (Pass/Fail/Not Executed)	Fail
---------------	--------	-------------	------------	------------------------------------	------

S #	Prerequisites:	S #	Test Data
1	The game interface is loaded and accessible.	1	Chrome/Firefox/Edge
2	The words "It's all about the flow" are visibly displayed within the game interface.	2	No test data required

Acceptance Criteria	The words should be allowed to be dropped onto the line in any order the user desires, as per the acceptance criteria. The timer should stop and the user should get the message that shows the game is over or out the message.
---------------------	--

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Click on the “Game Start” button and Verify the game timer should automatically start as soon as the page loads	Game timer should start on the page load.	Game timer starts as expected	Pass
2	Drag the word “flow” and try to put it on the line first (center)	Words should be randomly positioned.	Words are randomly positioned.	Pass
3	Drag the word “all” and try to put the word on the line right after the word “flow”.	Word “all” is dropped on the line	Dropped word does not arrange to correct order and going to the left side by itself.	Fail
4	Drag the word “the” and try to put the word on the line right after the word “flow	Word “the” should automatically position in the correct order		
5	Drag the word “about” and try to put the word on the line right after the word “flow	Word “about” should automatically position in the correct order		
6	Drag the word “it’s” and try to put the word on the line right after the word “flow”.	Word became “it’s about the all flow”.		

Test Case ID	TC06	Test Case Description	Verify that if the dropped word is not accepted (invalid word), it animates back to its original randomized position instead of staying on the line.		
Created By	Apurva	Reviewed By		Version	1.0

Tester's Name	Apurva	Date Tested	8-feb-2024	Test Case (Pass/Fail/Not Executed)	Fail
---------------	--------	-------------	------------	------------------------------------	------

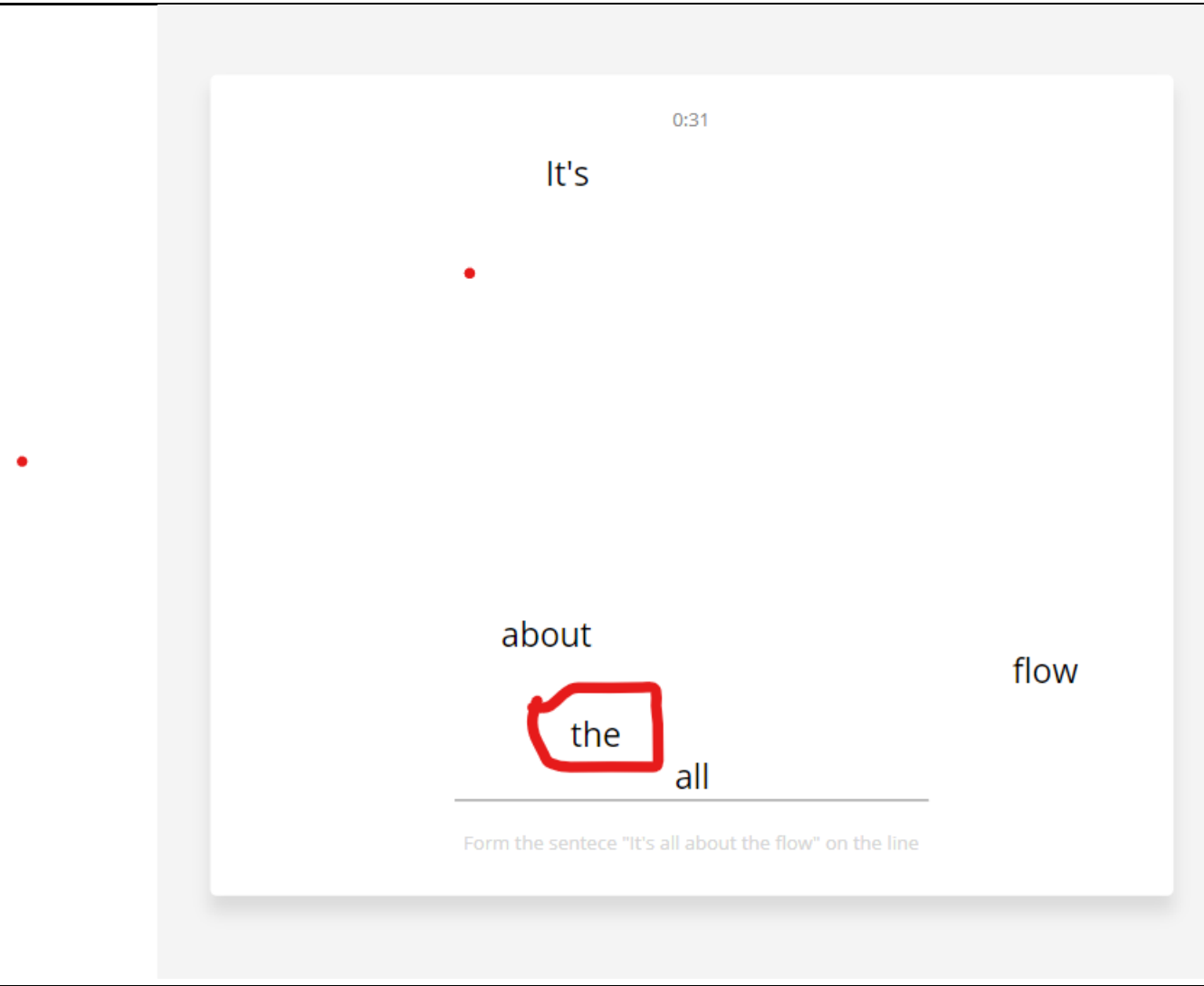
S #	Prerequisites:	S #	Test Data
1	The game interface is loaded and accessible.	1	Chrome/Firefox/IE
2	The words "It's all about the flow" are visibly displayed within the game interface.	2	No test data required

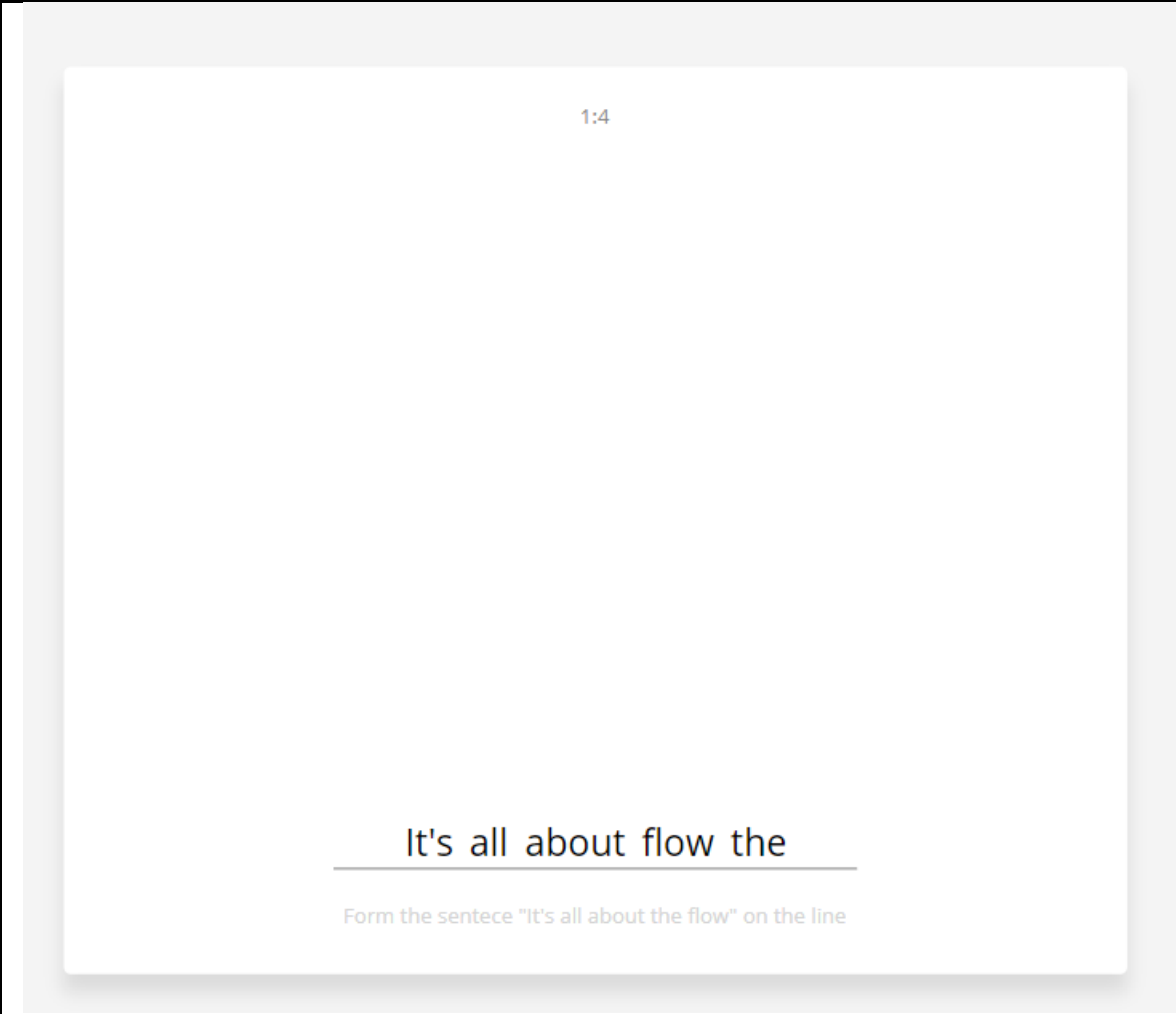
Acceptance Criteria	The drop action should be rejected or ignored; Users should receive clear feedback indicating that the word cannot be dropped in the current position due to being out of sequence.
---------------------	---

Step #	Step Details	Expected Results	Actual Results	Pass / Fail / Not executed / Suspended
1	Click on the “Game Start” button and Verify the game page loads	Game page is loaded	Game page is loaded	Pass
2	Drag the word "flow" to the designated drop zone or line but make sure it is not turned green	word “flow” should animate back to its original randomized position instead of staying on the line.	Word retunes to its original position	Pass
3	Drag word “about” and put it on the line	Word should animate to appropriate position on the line.	Word animates to appropriate position.	Pass
4	Drag The invalid next word “flow” and put it on the right position of word “about”	The invalid word should not be accepted.	The invalid word is accepted and stay on the position where it is placed Timer does not stop and sequence cannot be modified.	Fail

# Deviations and Bug report



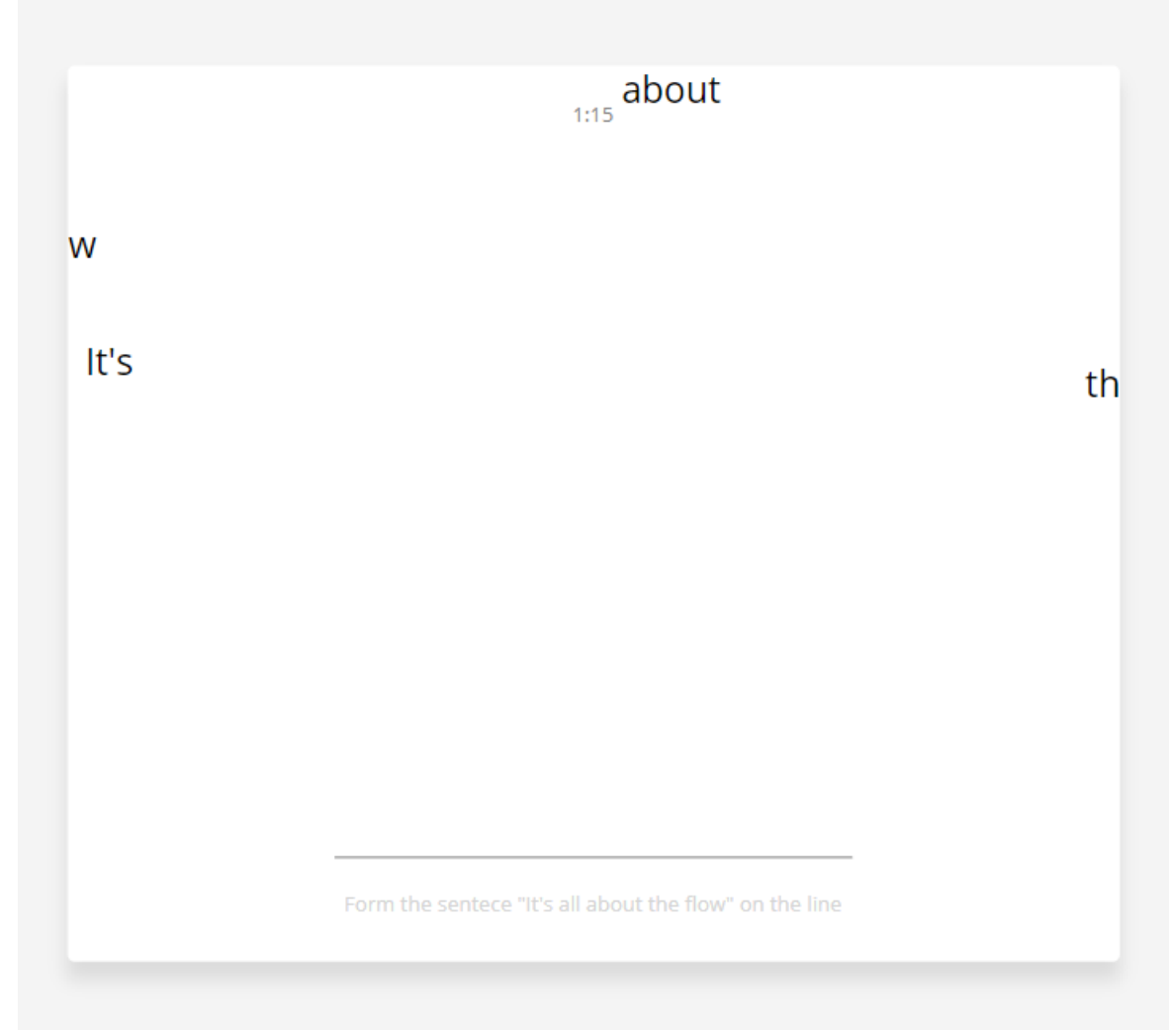
Category	Label	Value
Bug ID	ID number	D_01
	Description	The line does not turn red. only gray and green colors are visible on the line.
	Reporter	Apurva
	Submit Date	2024.02.09
	Test Case	TC04
Bug overview		
	URL	
	Screenshot	
Environment	Platform	Browser
	Operating System	Windows 10
	Browser	chrome Edge and firefox
Bug details	Steps to reproduce	1. The game interface is loaded and accessible. 2. The words "It's all about the flow" are visibly displayed within the game interface. 3. Drag a word towards the line area. 4. try to drop a word far from the line. 5. Ensure that the line turns red
	Expected result	the line should turn red and the word cannot be successfully dropped, it should indicate to the user that th will not be accepted or processed
	Actual result	The line does not turn red. only gray and green colors are visible on the line.
Bug tracking	Severity	Major
	Assigned to	
	Priority	
Notes	Notes	

Category	Label	Value
Bug ID	ID number	D_02
	Description	Game does not work as expected with wrong sequence
	Reporter	Apurva
	Submit Date	2024.02.08
	Test Case	TC05
Bug overview	Summary	
	URL	
	Screenshot	
Environment	Platform	Browser
	Operating System	Windows 10
	Browser	chrome Edge & firefox
Bug details	Steps to reproduce	1. Drag the word "it's" to the designated drop zone or line. 2. Drag the word "all" to the designated drop zone or line 3. Drag the word "about" to the designated drop zone or line. 4. Drag the word "flow" to the designated drop zone or line. 5. Drag the word "the" to the designated drop zone or line.
	Expected result	word “flow” should animate back to its original randomized position instead of staying on the line. time should stop even if the sentence is wrong. User should get feedback that the game is finished and start again
	Actual result	The words “flow” and “the” both are staying on the line with the wrong sequence and the timer is running and now the words are draggable.
Bug tracking	Severity	medium
	Assigned to	
	Priority	
Notes	Notes	

Category	Label	Value
Bug ID	ID number	D_03
	Description	The words of the sentences are appearing twice.
	Reporter	Apurva
	Submit Date	2024.02.08
	Test Case	Exploratory testing
Bug overview	Summary	
	URL	
	Screenshot	<div><div>0:9</div><div>It'sflowallflowabout</div><div>allabout</div><div>It'sthe the</div><div>Form the sentece "It's all about the flow" on the line</div></div>
Environment	Platform	Browser
	Operating System	Windows 10
	Browser	chrome & Edge, firefox
Bug details	Steps to reproduce	1.The game interface is loaded and accessible. 2. play the game continues one hour.
	Expected result	When a player is playing game till one hour or more then that the system should not behave like this.
	Actual result	The words of the sentences are appearing twice.
Bug tracking	Severity	medium
	Assigned to	
	Priority	medium
Notes	Notes	

Category	Label	Value
Bug ID	ID number	D_04
	Description	The words are near to the line but the color is not changed.
	Reporter	Apurva
	Submit Date	2024.02.08
	Test Case	Exploratory
Bug overview	Summary	
	URL	
	Screenshot	
Environment	Platform	Browsere
	Operating System	Windows 10
	Browser	chrome Edge & firefox
Bug details	Steps to reproduce	1.The game interface is loaded and accessible. 2. The words "It's all about the flow" are visibly displayed within the game interface. 3.Drag a word towards the line. 4.Try to put the word “flow” left side of the line.
	Expected result	The line should change the color at an appropriate distance from the drop area.
	Actual result	The words are near to the line but the color is not changed.
Bug tracking	Severity	medium
	Assigned to	
	Priority	medium
Notes	Notes	

Category	Label	Value
Bug ID	ID number	D_05
	Description	Random sequence of the words are allowed
	Reporter	Apurva
	Submit Date	2024.02.08
	Test Case	TC06
Bug overview	Summary	
	URL	
	Screenshot	
Environment	Platform	TM_01
	Operating System	Windows 10
	Browser	chrome & Edge, firefox
Bug details	Steps to reproduce	1. Drag the word “flow” and try to put it on the line first (center) 2. Drag the word “all” and try to put the word on the line right after the word “flow”. 3. Drag the word “the” and try to put the word on the line right after the word “flow 4. Drag the word “about” and try to put the word on the line right after the word “flow 3. Drag the word “it’s” and try to put the word on the line right after the word “flow”. Word became “it’s about the all flow”.
	Expected result	The words should be allowed to be dropped onto the line in any order the user desires, as per the acceptance criteria. The timer should stop and the user should get the message that shows the game is over or out the message.
	Actual result	The word “the” is not dropped on the line as the user desires order. it dropped near to word “flow”. The dropping behavior contradicts the acceptance criteria, where users are expected to have the freedom to drop words in any order they choose.
Bug tracking	Severity	Minor
	Assigned to	
	Priority	low
Notes	Notes	

Category	Label	Value
Bug ID	ID number	D_06
	Description	The word should not leave the play area boundaries.
	Reporter	Apurva
	Submit Date	2024.02.08
	Test Case	TC06
Bug overview	Summary	
	URL	file:///C:/Users/apurv/OneDrive/Desktop/Membrain/QA%20Worksample/WorkSampleImplementation.html
	Screenshot	
Environment	Platform	Browser
	Operating System	Windows 10
	Browser	chrome Edge & firefox
Bug details	Steps to reproduce	1.The game interface is loaded and accessible. 2. The words "It's all about the flow" are visibly displayed within the game interface. 3.Try to Drag the word example “flow” outside of the play area.
	Expected result	The line should change the color at an appropriate distance from the drop area.
	Actual result	The word should not leave the play area boundaries. The word should return to its original position within the play
Bug tracking	Severity	medium
	Assigned to	
	Priority	medium
Notes	Notes	

## Summary:

During the testing phase, various aspects of the game were evaluated including performance, functionality, Compatibility(test in different browsers), flow, script, and usability. The primary focus was to ensure the game operates smoothly, is user-friendly, and meets the expected standards of quality.

- **Testing Strategy:**
  - **Performance Testing:**
    - Evaluated the speed and responsiveness of the game.
  - **Function Testing:**
    - Ensured all functions and features of the game operate as intended.
  - **Flow Testing:**
    - Verified the sequential flow of tasks within the game.
  - **Script Testing:**
    - Checked the functionality of scripted events and interactions.
  - **Exploratory Testing:**
    - Conducted ad-hoc testing to uncover any unforeseen issues.
- **Findings:**
  - **Usability Testing:**
    - **Error Messages:** Error messages lack consistency and effective display.
    - **Session Time:** Session duration seems insufficient for engaging gameplay.
    - **User Interface:** Resizing the play area via mouse movement allows extreme reduction, causing critical information to be hidden from view.
  - **Performance Improvement Needed:**
    - The system's performance is not optimal, especially when resizing the play area.
    - **Enhancement suggestion:** Improve system performance to handle dynamic play area resizing without adverse effects.
  - **Enhancement Suggestion:**
    - Consider adding more vibrant colors to enhance the visual appeal of the game and make it more attractive to users.
- **Recommendations:**
  - **Error Messages:**
    - Ensure error messages are consistently displayed and provide clear guidance to users.
  - **Session Duration:**
    - Consider extending session time to allow users to fully engage with the game or implement the timeout.
  - **Resizing Functionality:**
    - Implement constraints on resizing the play area to prevent critical information from being obscured.
  - **Performance Enhancement:**
    - Optimize system performance to handle dynamic changes without compromising usability.
  - **Visual Enhancements:**
    - Introduce a wider variety of colors to make the game visually appealing and attractive to users.

## Conclusion:

The testing process identified several areas for improvement, particularly in usability, performance, and visual appeal. Implementing the recommendations outlined above will enhance the overall user experience and ensure the game meets quality standards.

This test report summarizes the findings and recommendations based on the testing conducted. Please address the identified issues and enhancements to improve the quality and user satisfaction of the game product.