# Individual Testing Summary

**Your Name: Changlai zhao 438878**

**Name of software testing: Puppy Fear**

**Date of software testing : 26/09/2018**

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| Defect Identifier | <Give each defect a unique identifier, maybe use initials of person found it and number> |
| Description | <Describe the issue you are having. What is it that isn’t working, what is it that you don’t like? Supply detailed description> |
| Steps to reproduce | <Give ***detailed*** instructions on how to repeat the defect, should be understandable by someone not familiar with the software> |
| Rating | <Rate the defect on scale A to C (see learning module)> |
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| Defect Identifier | Partial background function not completed |
| Description | some features not completed |
| Steps to reproduce | enter the background page and click Fun Mode Date & user list function, then I find they are not completed |
| Rating | **B** |
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| Defect Identifier | The dog can’t locate the food correctly |
| Description | When feeding the dog several times in a row, the dog cannot pinpoint the location of the food and often runs to the wrong direction. |
| Steps to reproduce | Feeding the dog several times in a row |
| Rating | B |
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| Defect Identifier | The dog's behavior is unnatural. |
| Description | When the dog moves in the game interface, the dog sometimes float for a distance when it stops. |
| Steps to reproduce | Let the dog move to a different location in the game interface |
| Rating | B |
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| Defect Identifier | Repeat add dog model |
| Description | Repeat the click the DabeMann button in the game will add dogs and then resulting in multiple dogs appearing in the window. |
| Steps to reproduce | Repeat click the DabeMann Button |
| Rating | B |

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| Defect Identifier | The Back button no response in the Game Mode Selection page |
| Description | Click Back in the Game Mode Selection page and no response |
| Steps to reproduce | Click Back in the Game Mode Selection page |
| Rating | B |
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| Defect Identifier | Pattern Selection Page Layout defect |
| Description | The back button cannot be displayed in the Mode Selection page while in vertical screen status |
| Steps to reproduce | Position the phone vertically when entered the mode selection page |
| Rating | B |
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| Defect Identifier | Layout pattern defects |
| Description | No separate processing for landscape and portrait mode |
| Steps to reproduce | It does not display properly on multiple pages when the phone is switching between horizontal and vertical screens. |
| Rating | B |
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| Defect Identifier | Level 8 cannot end |
| Description | User unable to complete the task |
| Steps to reproduce | Enter Level 8 |
| Rating | B |
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| Defect Identifier | level 9 Cannot run |
| Description | User cannot start Level 9 |
| Steps to reproduce | Enter Level 9 |
| Rating | B |
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| Defect Identifier | level 10: Unable to feed |
| Description | In Level10 the user is asked to feed the dog, but no food is thrown after the user clicks on the feed, and the virtual dog does not respond. |
| Steps to reproduce | Feeding food in Level10 |
| Rating | B |
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| Defect Identifier | The dog's movement is flawed. |
| Description | One of the virtual dogs has a defective movement and runs like a flight. |
| Steps to reproduce | Add the dog which name is Dachshud |
| Rating | B |
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| Defect Identifier | System crashes |
| Description | When the phone is in landscape mode, press the Play button will cause a crash. |
| Steps to reproduce | When the phone is in landscape mode, press the Play button. |
| Rating | A |
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| Defect Identifier | UI Defects of the questionnaire page |
| Description | The submit button in the questionnaire page has an white edge |
| Steps to reproduce | Enter questionnaire Page |
| Rating | C |
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| Defect Identifier | User interaction Defects |
| Description | When the task is completed, the hints are not obvious and there is no return option or other clue to indicate the user's next behavior after completing a task. |
| Steps to reproduce | Complete any task |
| Rating | B |
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| Defect Identifier | Task Recovery defect |
| Description | In the process of a task, the game cannot automatically resume when the current screen is obscured and cause the task to deadlock because the game cannot automatically find a plane even the occlusion has been removed. |
| Steps to reproduce | Block the camera while the task is in progress, and then remove the occlusion. |
| Rating | B |
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| Defect Identifier | Level 2 operational defects |
| Description | level 2 cannot be finished, even the user has completed the task. |
| Steps to reproduce | Run Level 2 |
| Rating | B |
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| Defect Identifier | Level 3 Operational defects |
| Description | Level 3 cannot be finished, even the user has completed the task. |
| Steps to reproduce | Run Level 3 |
| Rating | B |
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| Defect Identifier | Level 4 Operational defects |
| Description | Dogs and food are not reflected when feeding |
| Steps to reproduce | Feed the dog in level 4. |
| Rating | B |

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| Defect Identifier | level 5 Operational defects |
| Description | The user performed the action of touching the dog, but the dog did not respond. |
| Steps to reproduce | Perform a dog-touching action in level5 |
| Rating | B |
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| Defect Identifier | level 7 Operational defects |
| Description | Level 7 cannot run |
| Steps to reproduce | Run Level 7 |
| Rating | B |
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| Defect Identifier |  |
| Description |  |
| Steps to reproduce |  |
| Rating |  |