

Test run result of:

Demo2

Date: 5/26/2021 5:32:11 PM

Version name: 9.21

Version code: 90000922

First install time: 2021-05-24 13:25:19

Last update time: 2021-05-24 13:25:19

Package name: shooter.two.purple

SDK: 30

Android Version: 11

Display Size: 1080x2400

Device Serial: e62205dd

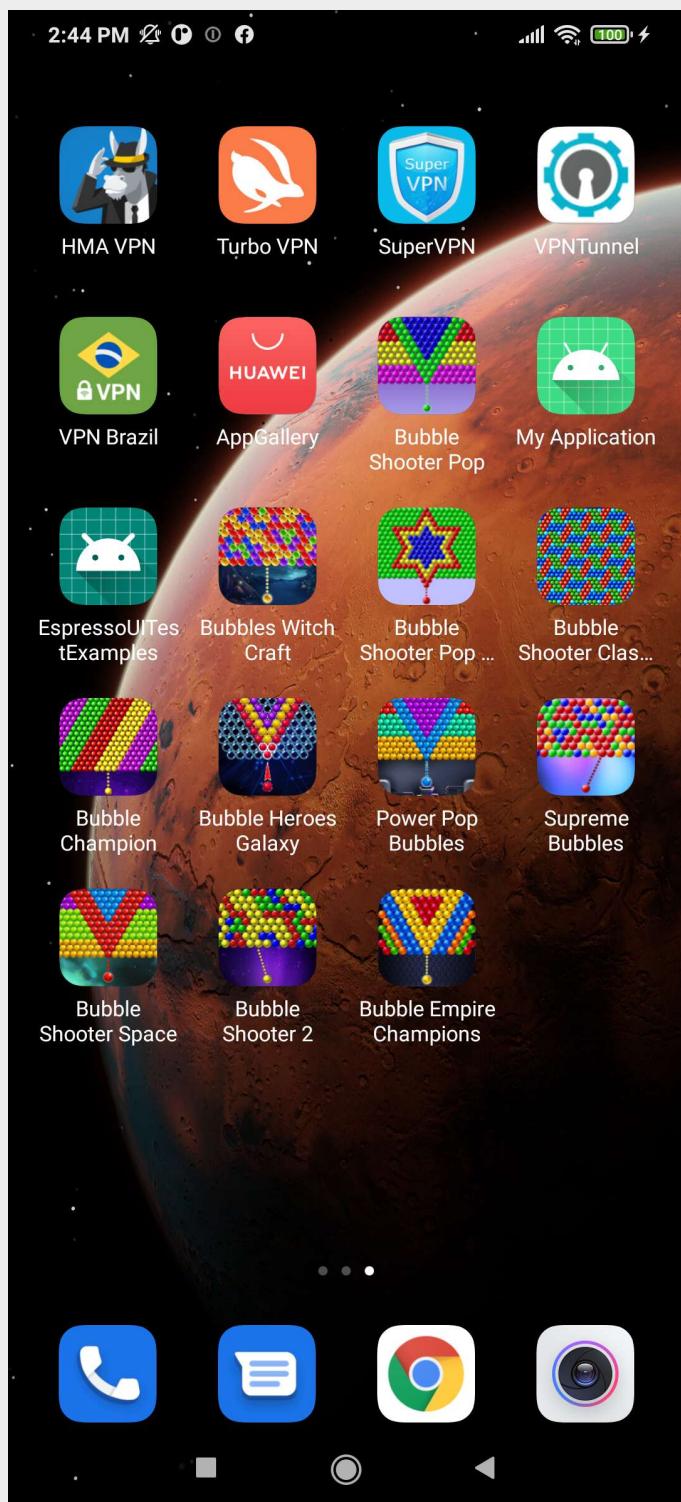
Device Name: M2002J9G

Device Brand: Xiaomi

Problem: Could not find fingerprint



1



Start App
shooter.two.purple



2

BUBBLE SHOOTER 2

ACCEPT

By choosing Accept, you agree to our
[Terms of Service](#) and [Privacy Policy](#)



Wait
for fingerprint to show

BUBBLE SHOOTER 2

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[Terms of Service](#) and [Privacy Policy](#)



3



Click
on fingerprint

[Privacy Policy](#)

BUBBLE SHOOTER 2

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[Terms of Service](#) and [Privacy Policy](#)



2:44 PM 4G ① f

Wait
for fingerprint to show

Privacy Policy

Privacy Policy

Last modified: July 23, 2020

Overview

About us and how to contact us

Ilyon® provides free mobile games and will process your personal information when you play our games. If you have any questions about our data practices, your rights or have any concerns or complaints, you can contact us at legal@ilyon.net.

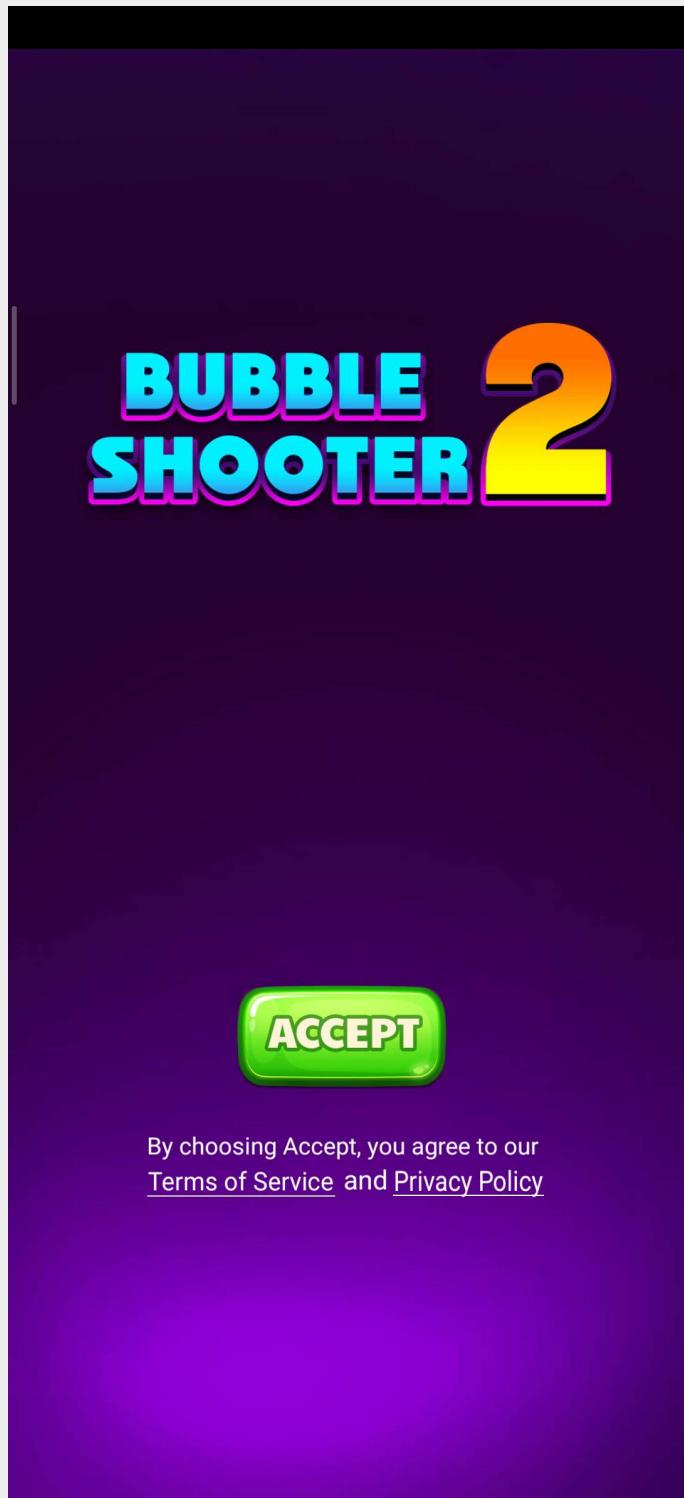
Personal information we collect

We collect personal information from you directly, e.g. when you play games, and also generate information about your use of our games, including game play and log data. If you log in to a game with your social media account, we will receive information about you including your basic profile information, profile picture and friends list. We also receive information from third parties such as social media platforms and fraud detection providers. [More Information.](#)

How we use your personal information

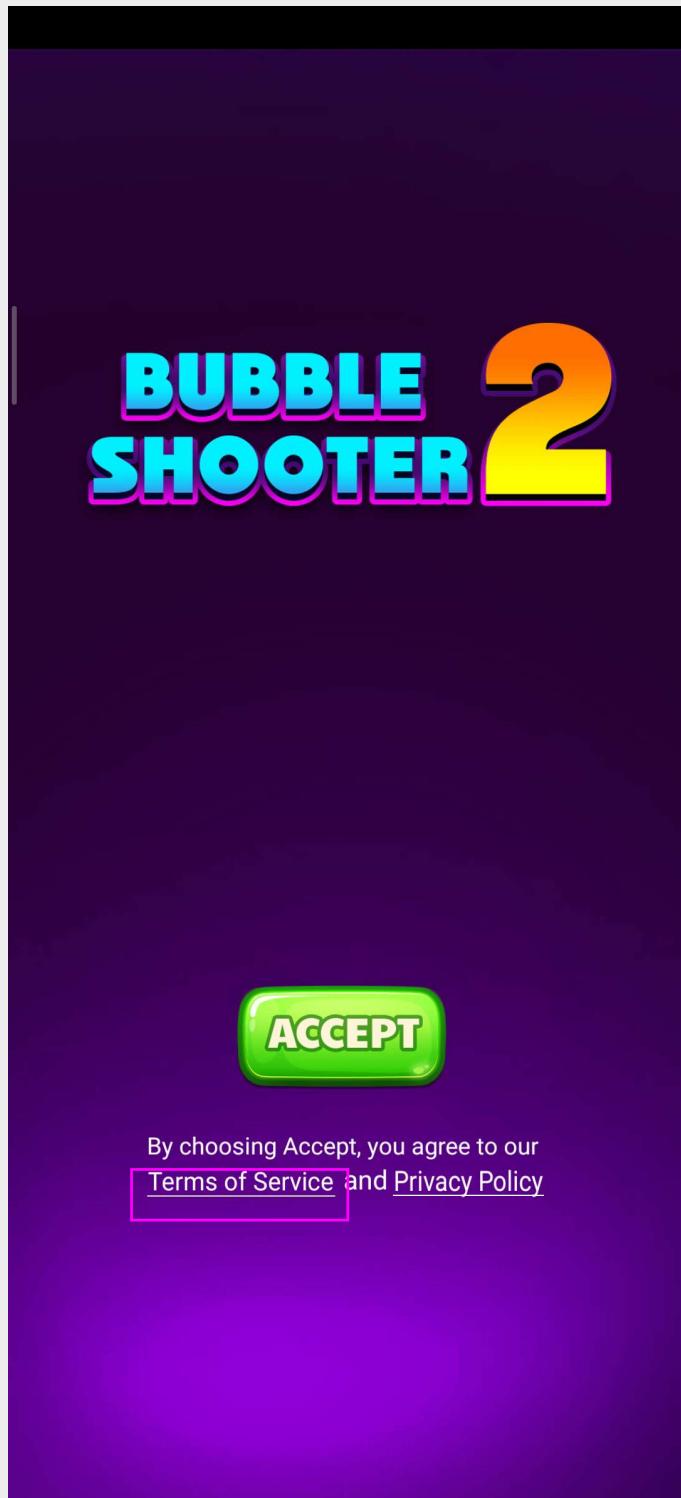
We use your information to provide you with our games, support and analyse your use, and improve them. We will also use your information to respond to your questions.





Back press





Click
on fingerprint

[Terms of Service](#)



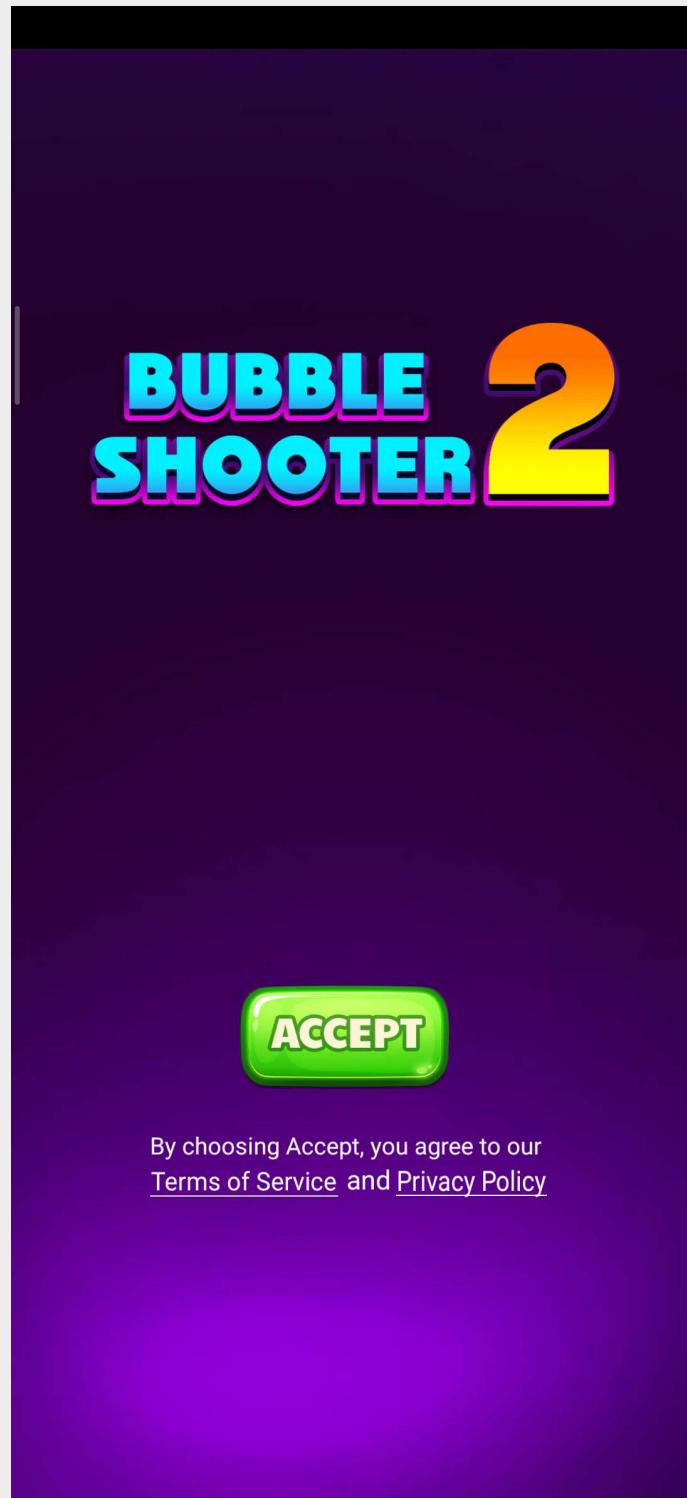
2:44 PM 21 100% Wait for fingerprint to show

private.ilyon.net/terms-and-c

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BUBBLE SHOOTER 2

ACCEPT

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[Terms of Service](#) and [Privacy Policy](#)



Click
on fingerprint

ACCEPT

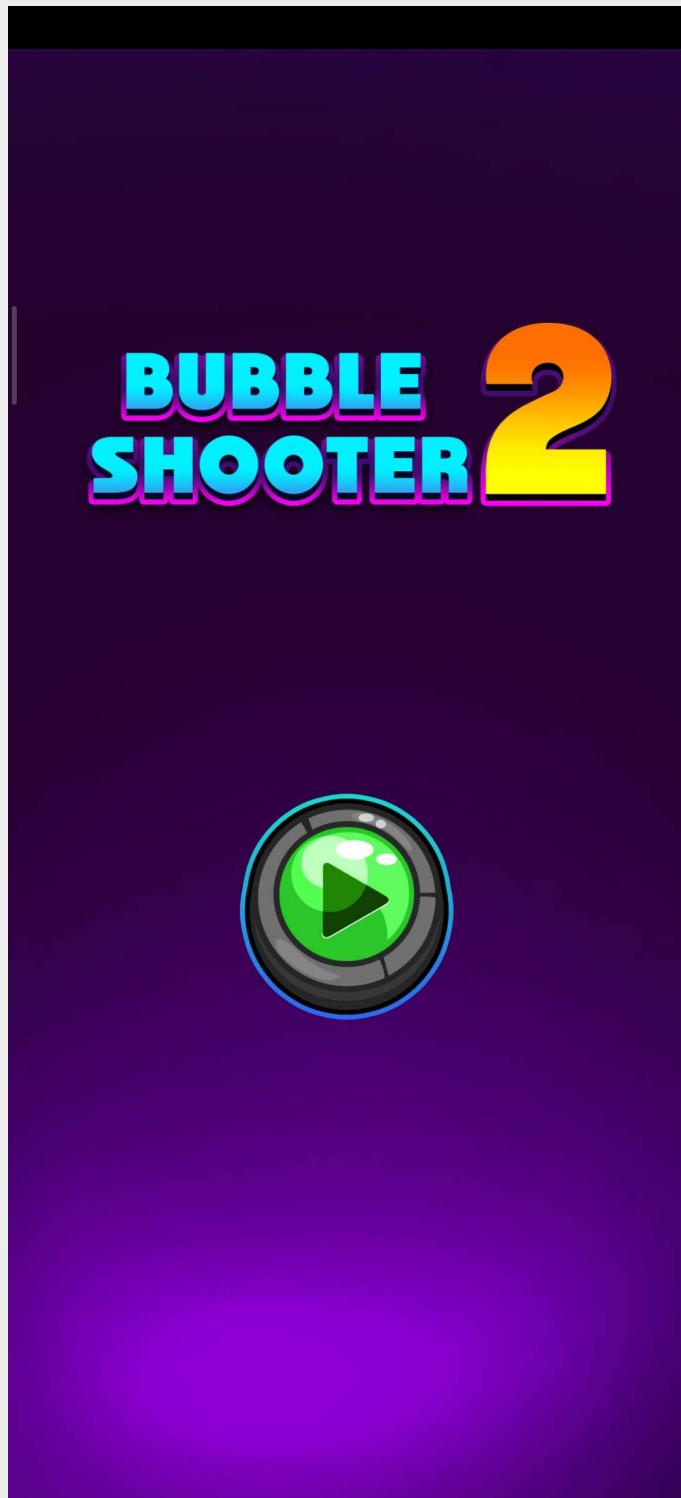


10

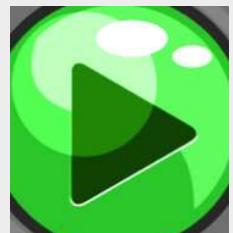


Wait
for fingerprint to show



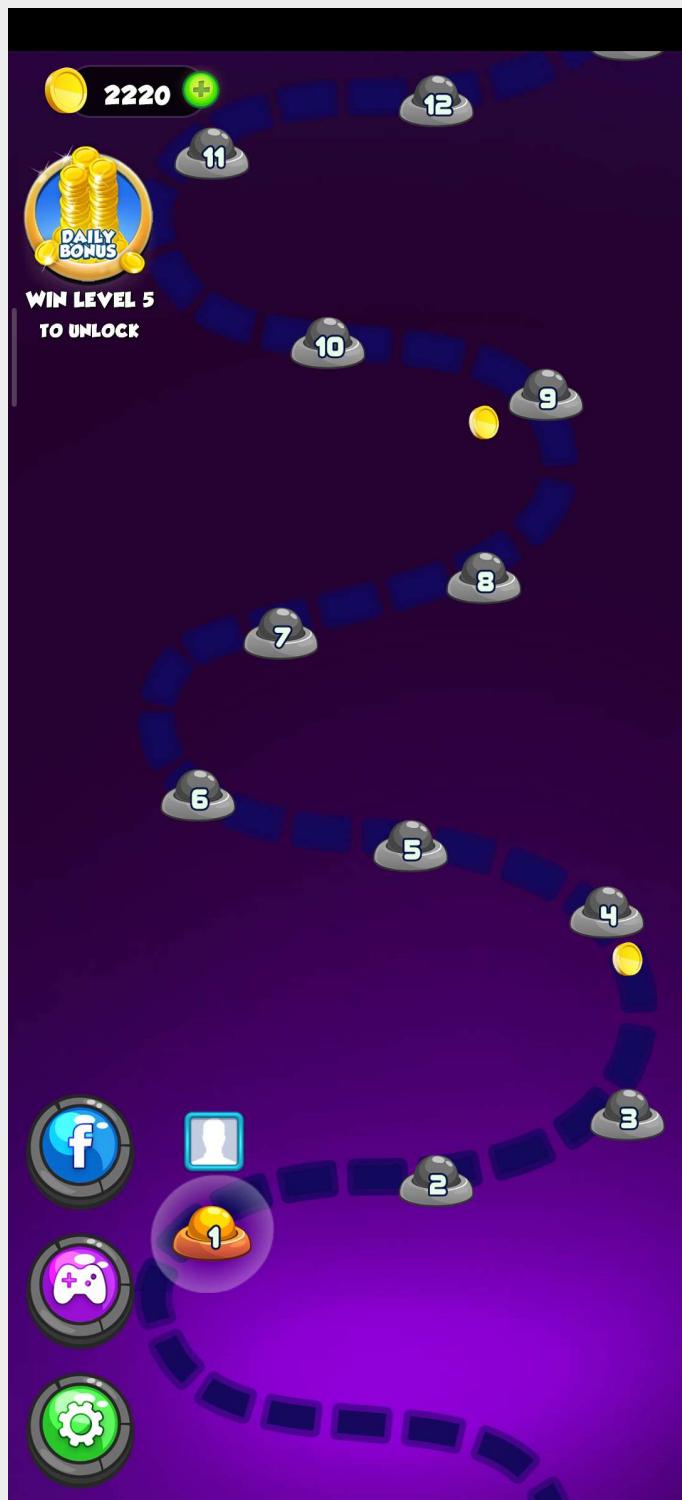


Click
on fingerprint



Could not find fingerprint

12



Wait
for 1000 ms

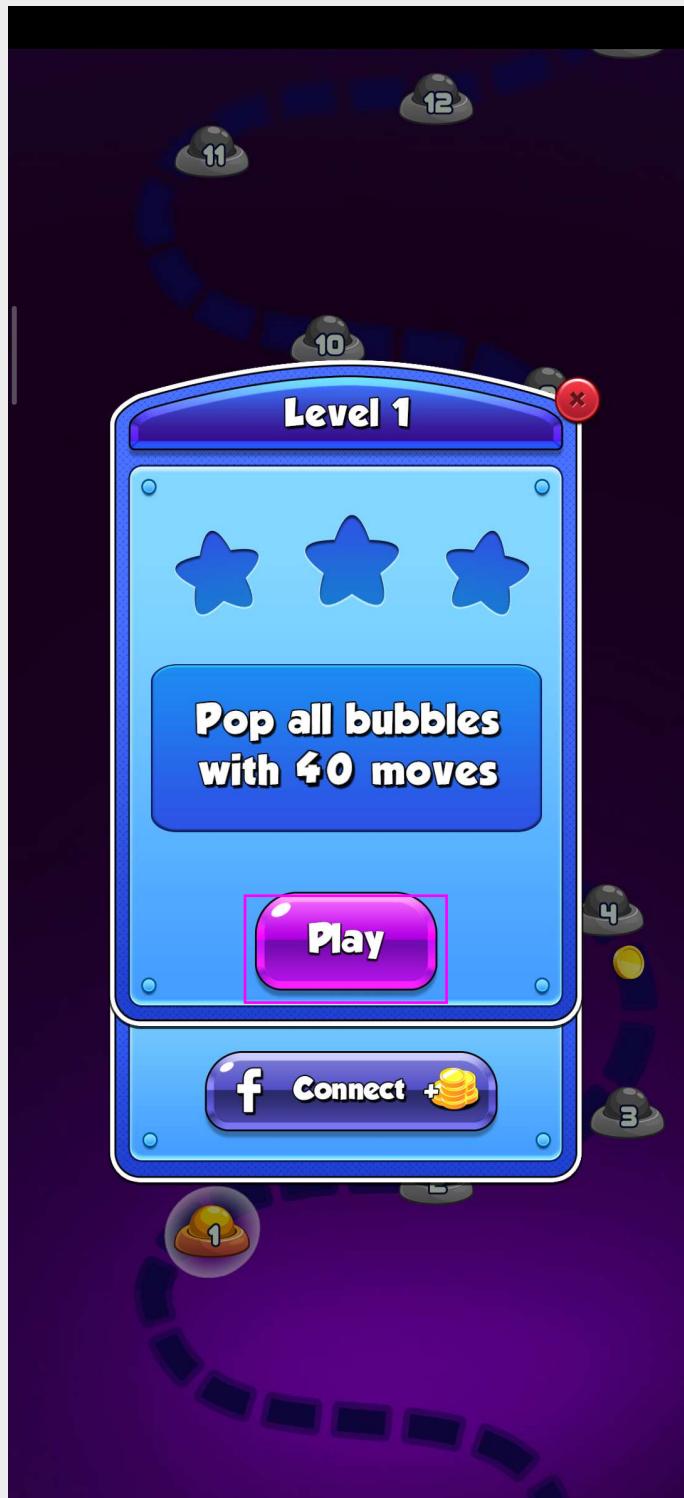


13



Click
on fingerprint

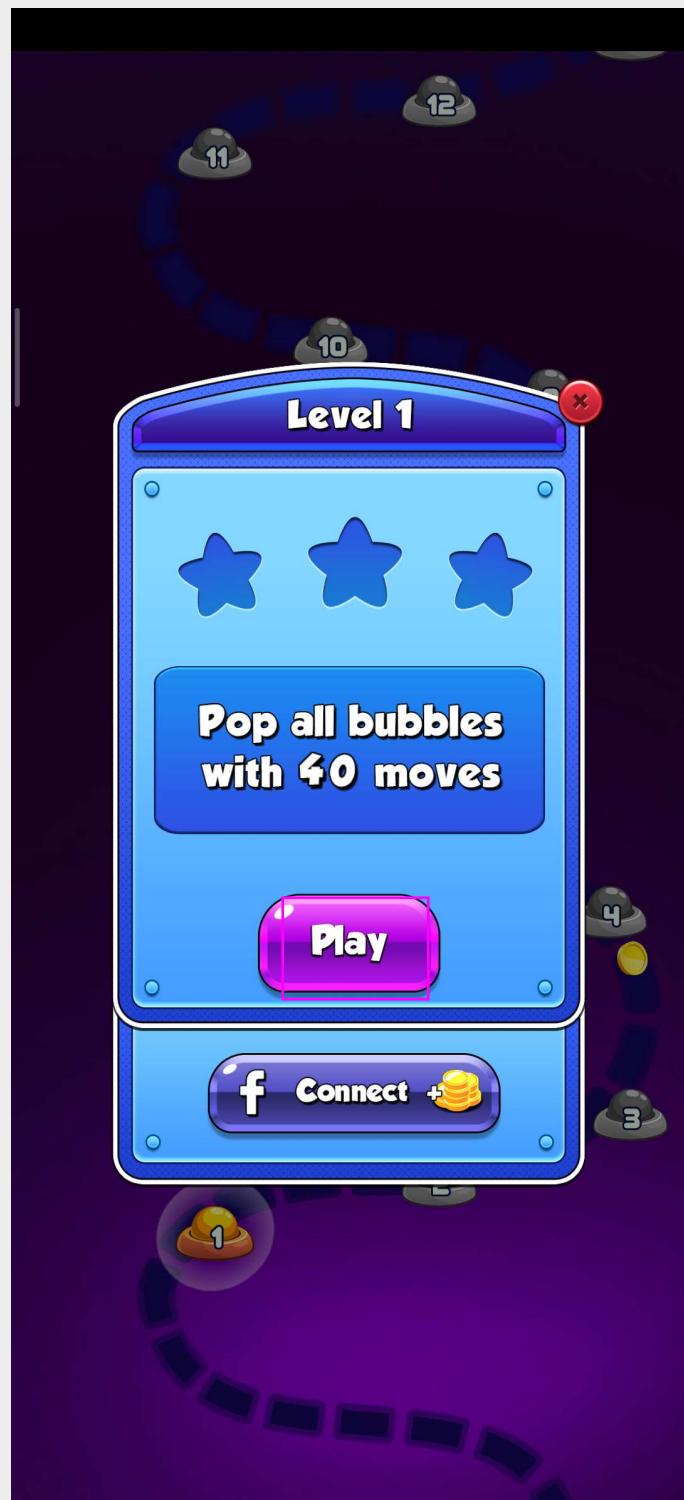




Wait
for fingerprint to show

Play

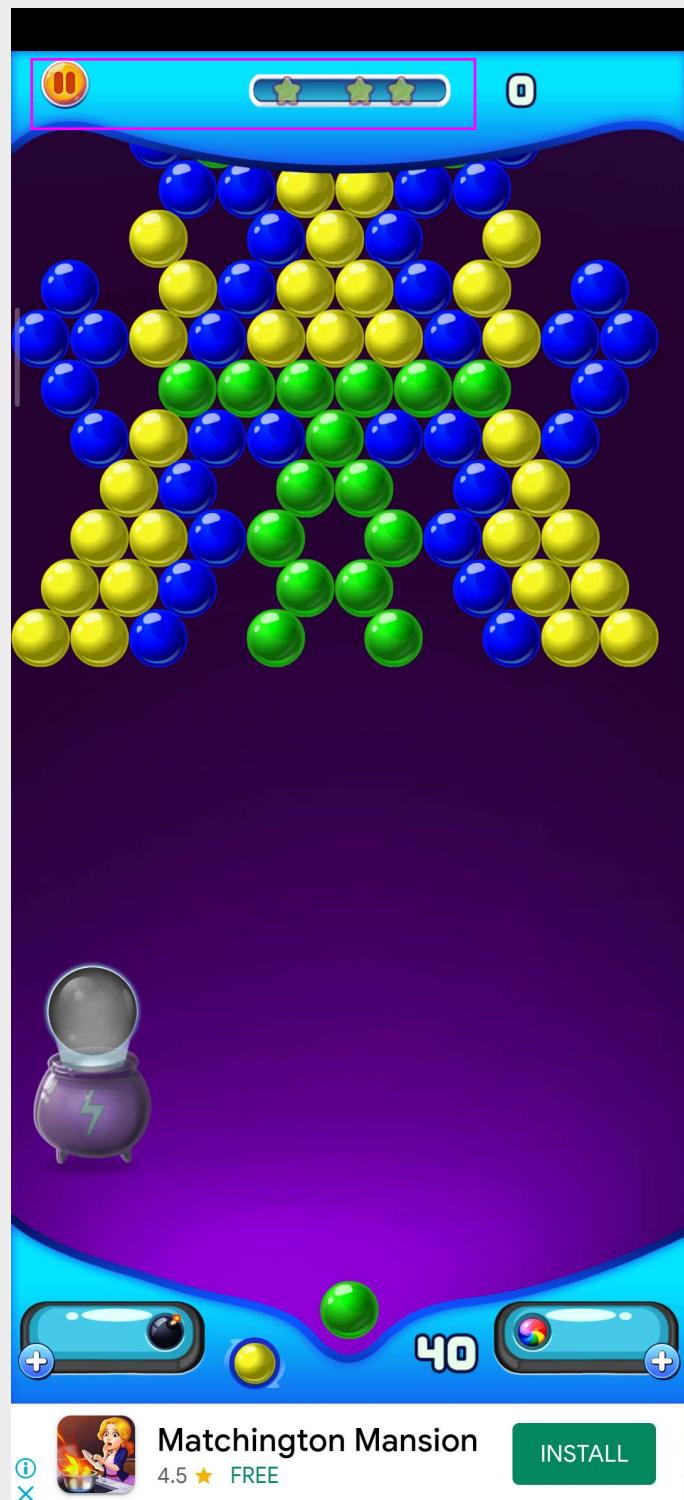




Click
on fingerprint

Play

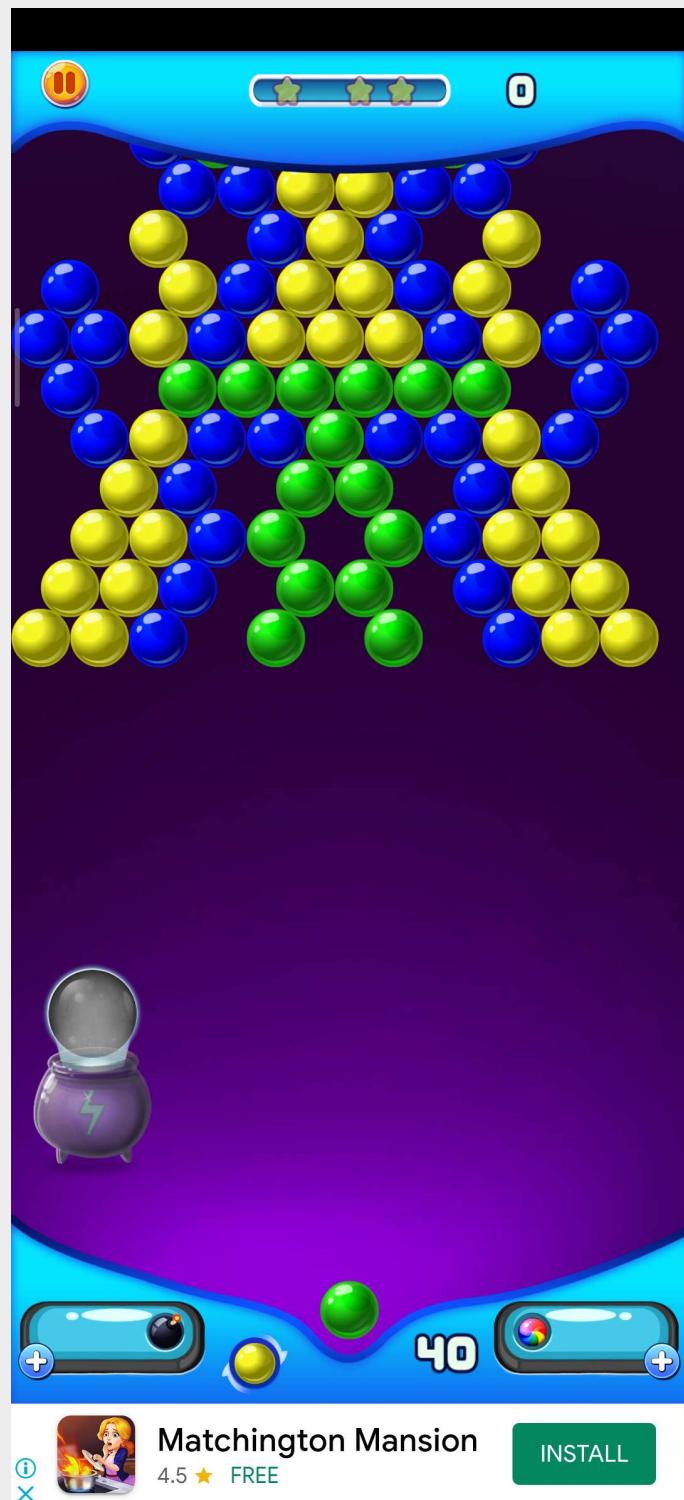




Wait
for fingerprint to show



17



Wait
for 5000 ms



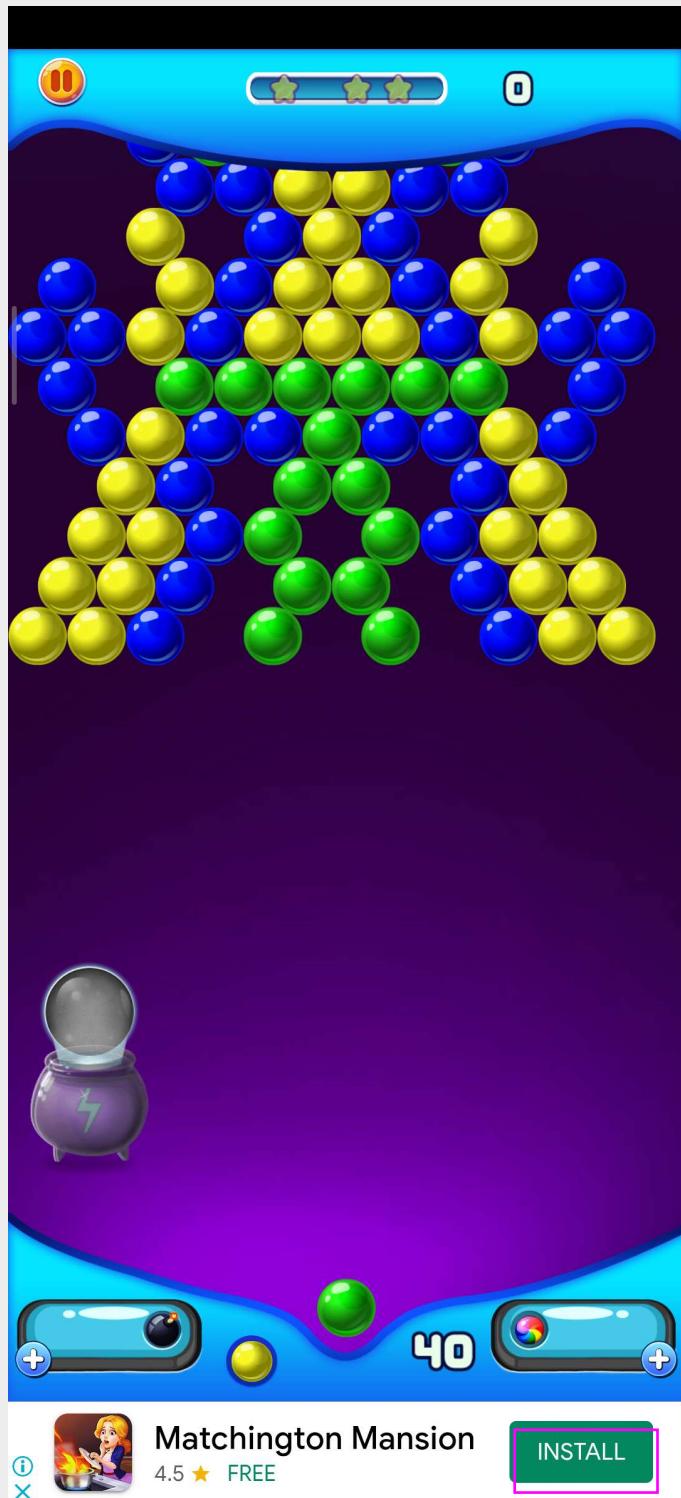
Matchington Mansion

4.5 ★ FREE

INSTALL



18



Optional Check specific element

INSTALL



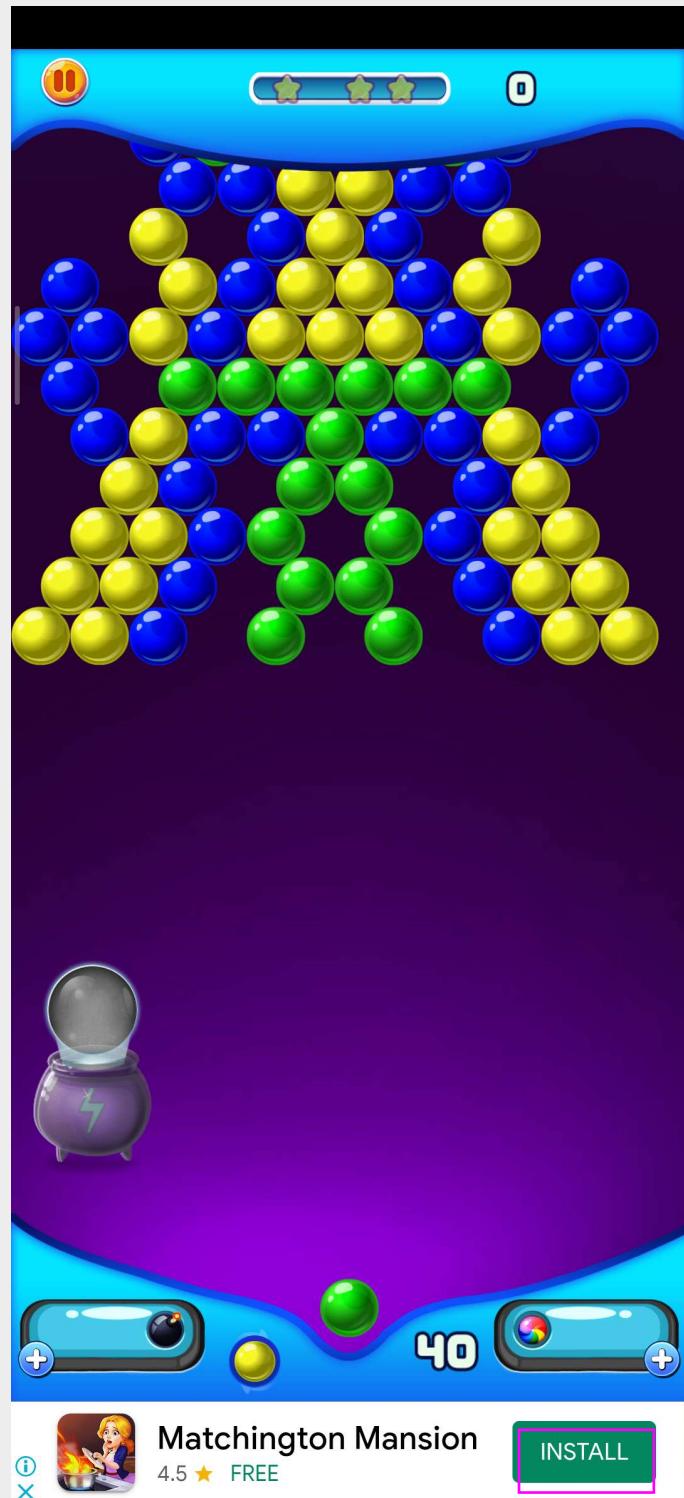
Matchington Mansion

4.5 ★ FREE

INSTALL



19



Optional Check specific element

INSTALL

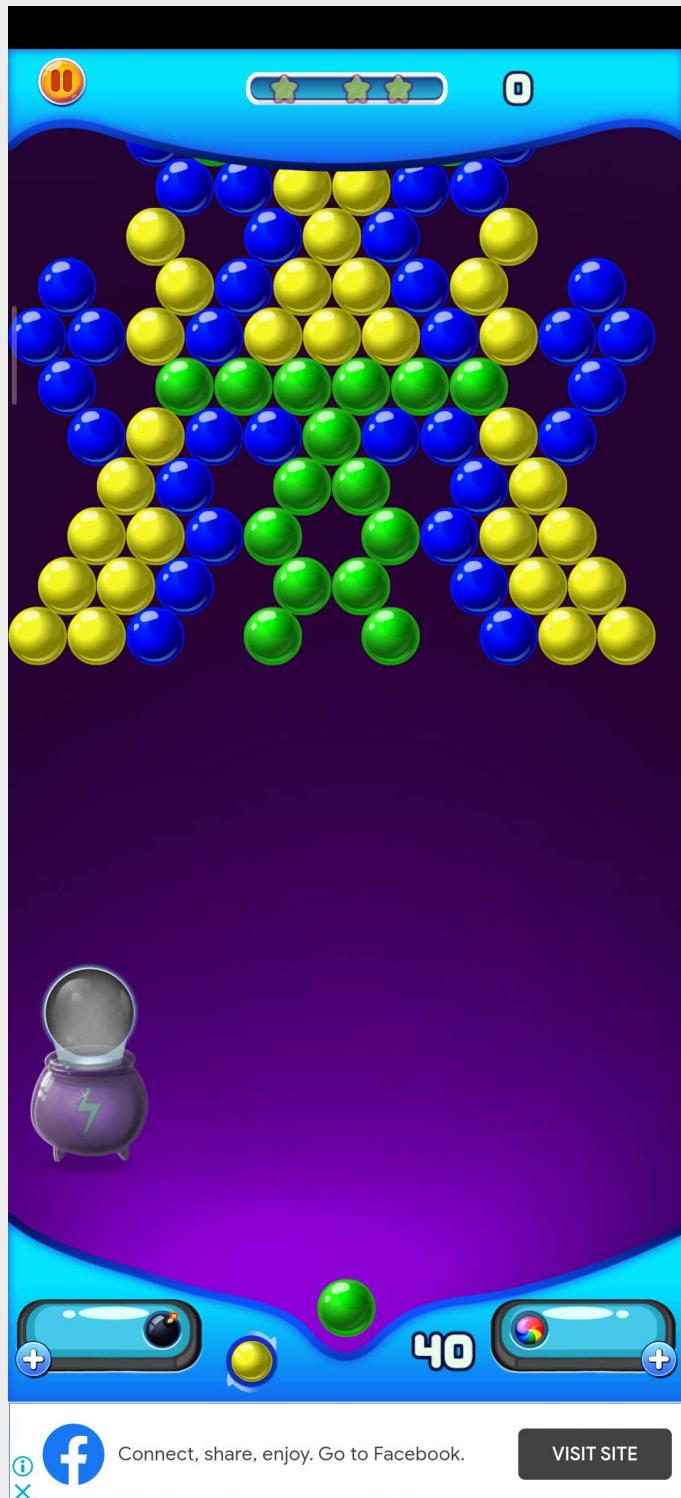


Matchington Mansion

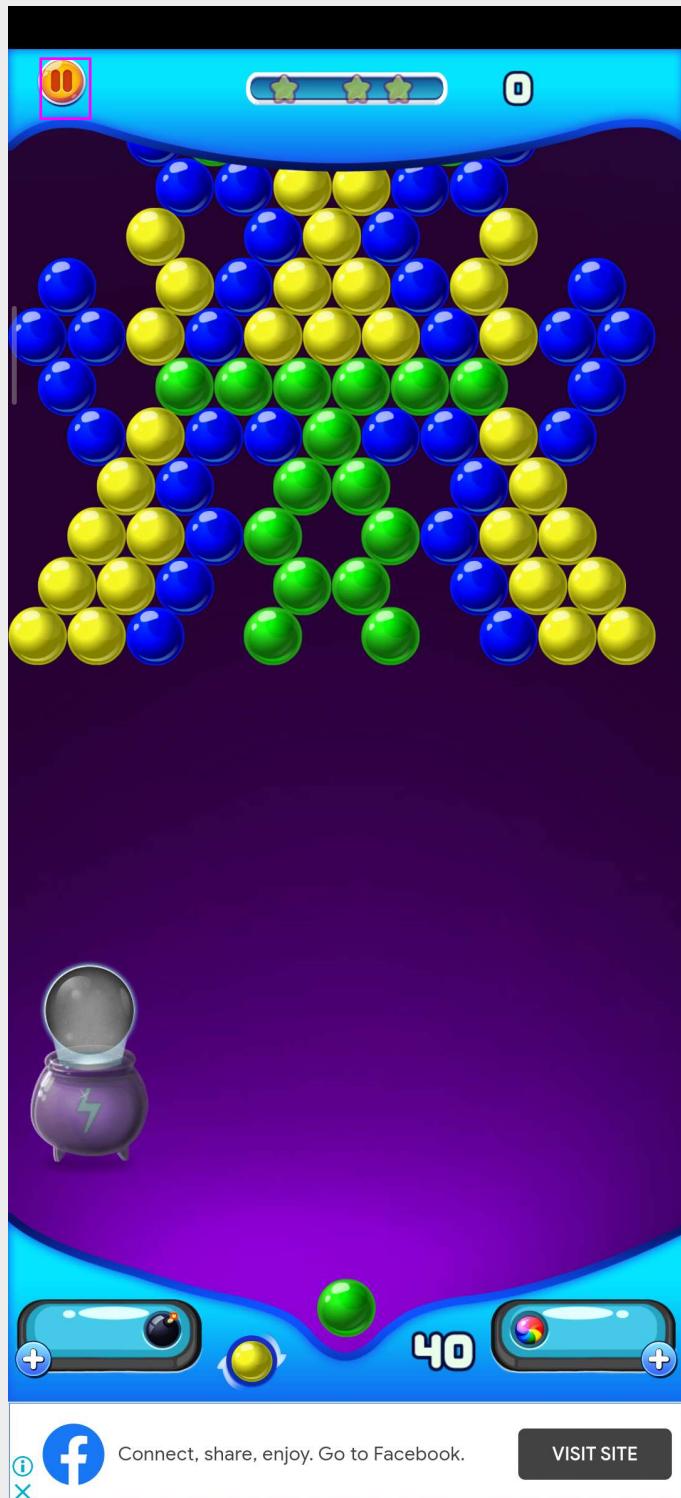
4.5 ★ FREE

INSTALL



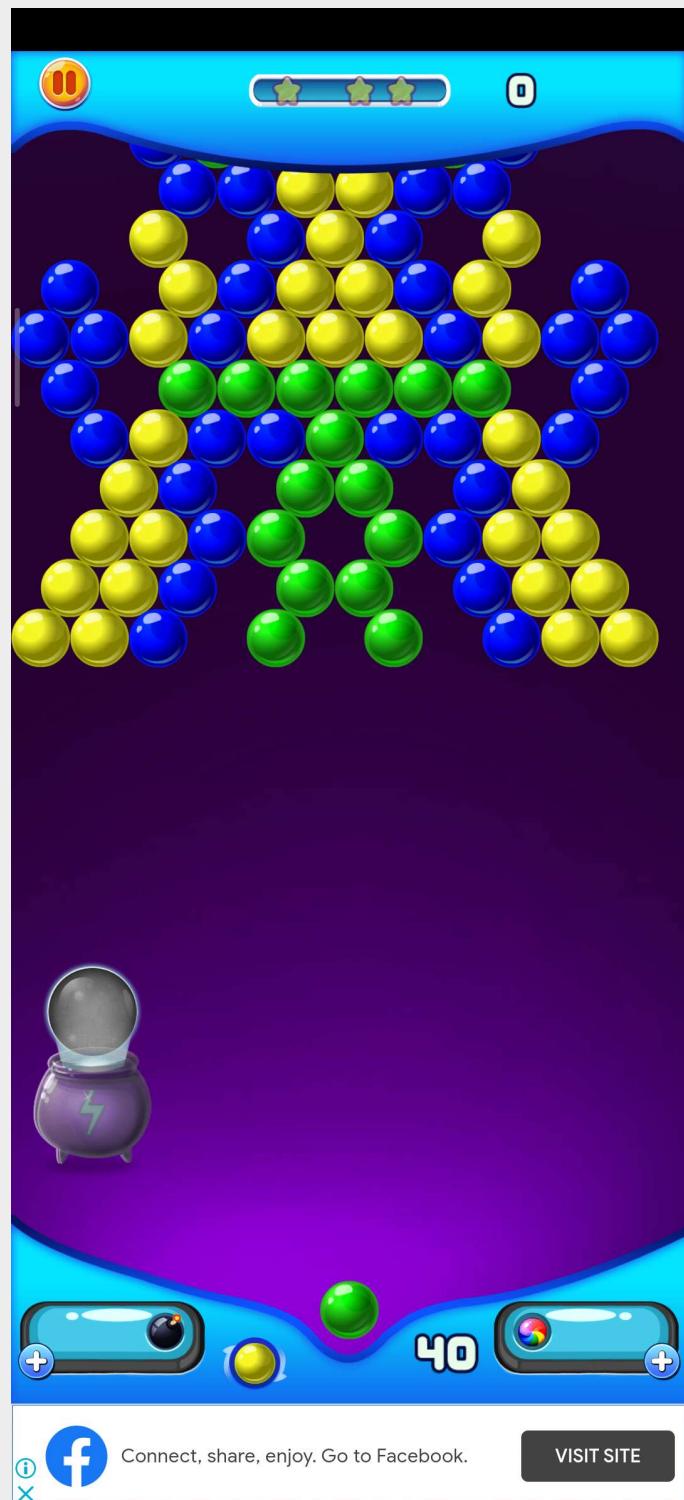
**Exec JavaScript**

```
const stepResults = testRunner.getTestRun().stepResults
const allStepResults = testRunner.getTestRun().stepResults
const thisTestStepResults = allStepResults.filter(stepResult => testRun
data.oneAdShown = 0
for(data.i = 1; data.i <= thisTestStepResults.length; data.i++){ //25
  log((data.i-1) + ' steps before prev result: ' + stepResults[currentStepIndex-data.i].success)
  if(thisTestStepResults[currentStepIndex-data.i].success){
    log('At least one banner shown: '+data.i+'th from the end')
    data.oneAdShown = 1
    break
  }
}
if(data.oneAdShown == 0){
  throw "no banner shown at all!"
}
```



Click
on fingerprint





Check specific element



Could not find fingerprint



Click
on fingerprint

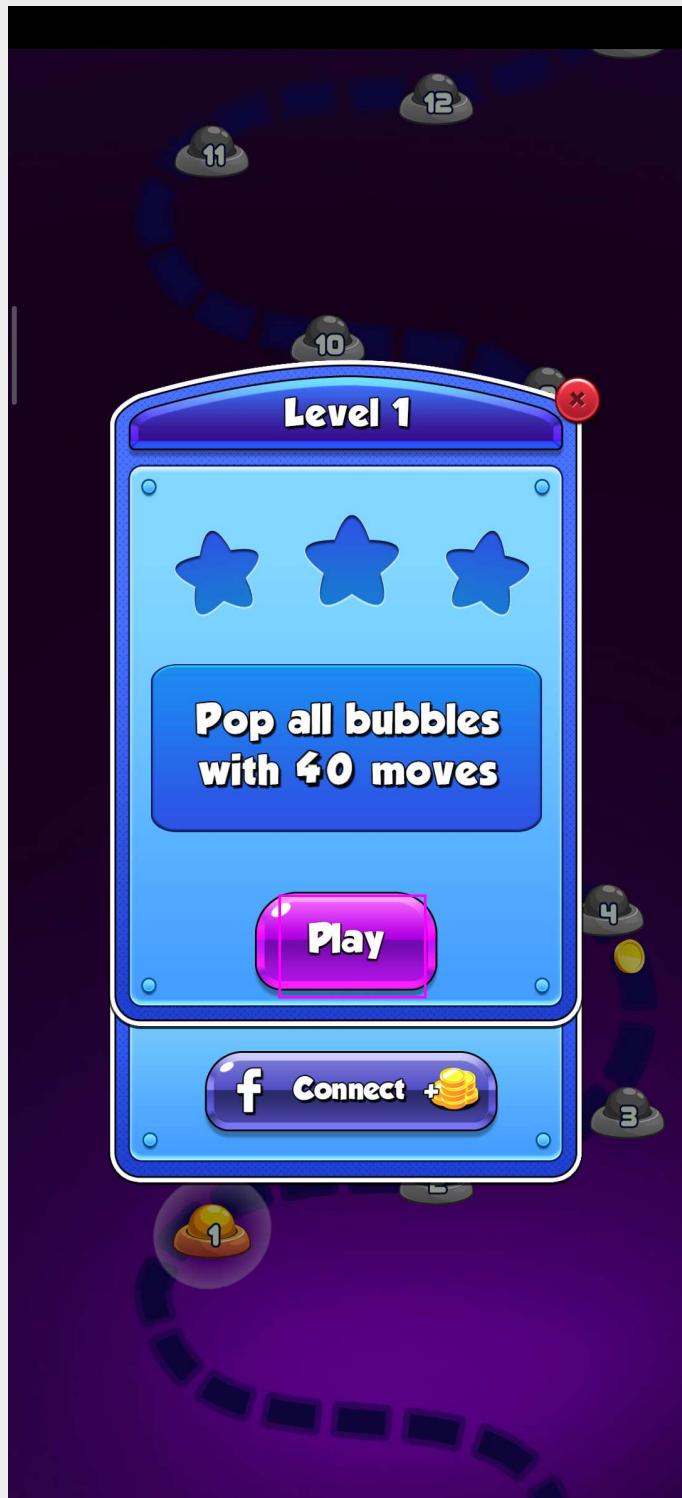




Wait
for fingerprint to show

Play





Click
on fingerprint

Play



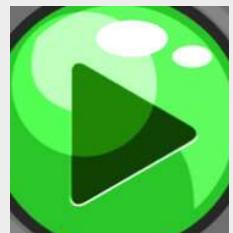


Wait
for fingerprint to show





Click
on fingerprint



Could not find fingerprint



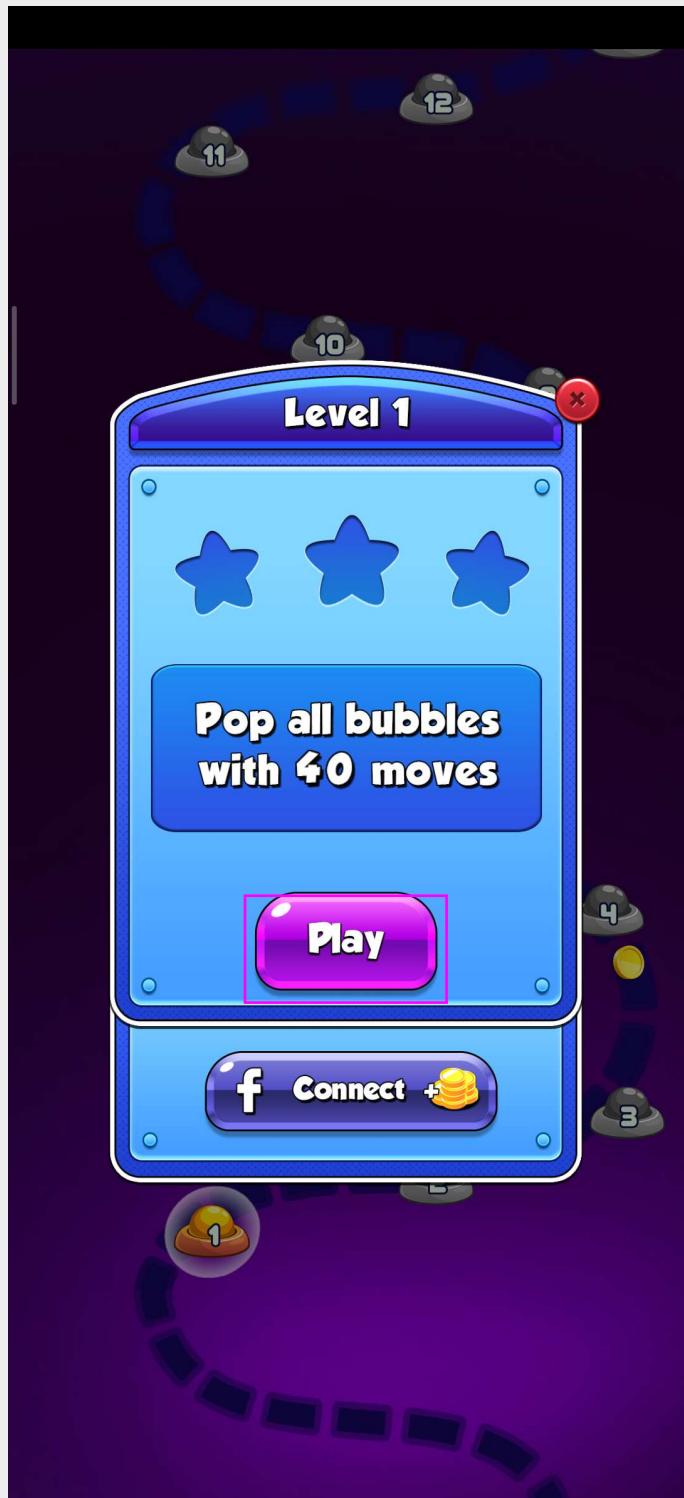
Wait
for 1000 ms





Click
on fingerprint

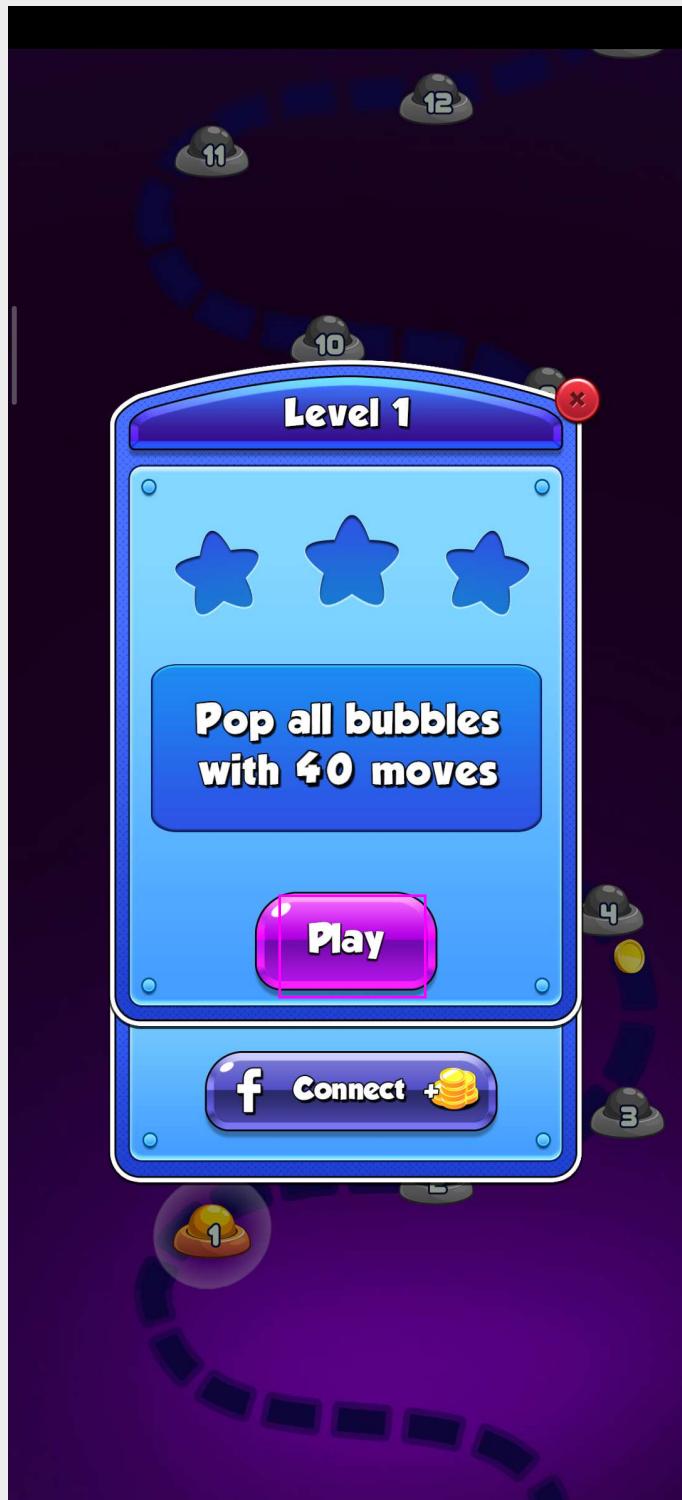




Wait
for fingerprint to show

Play





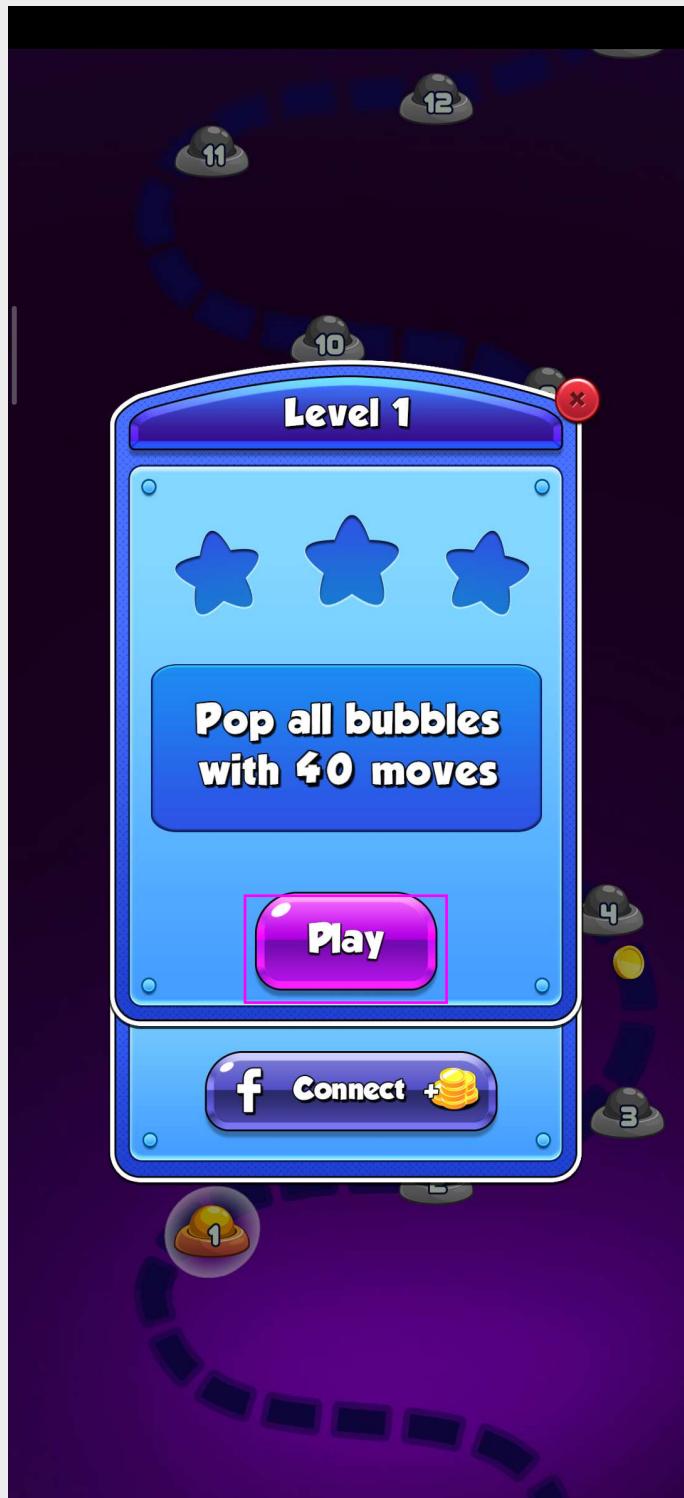
Click
on fingerprint





Click
on fingerprint

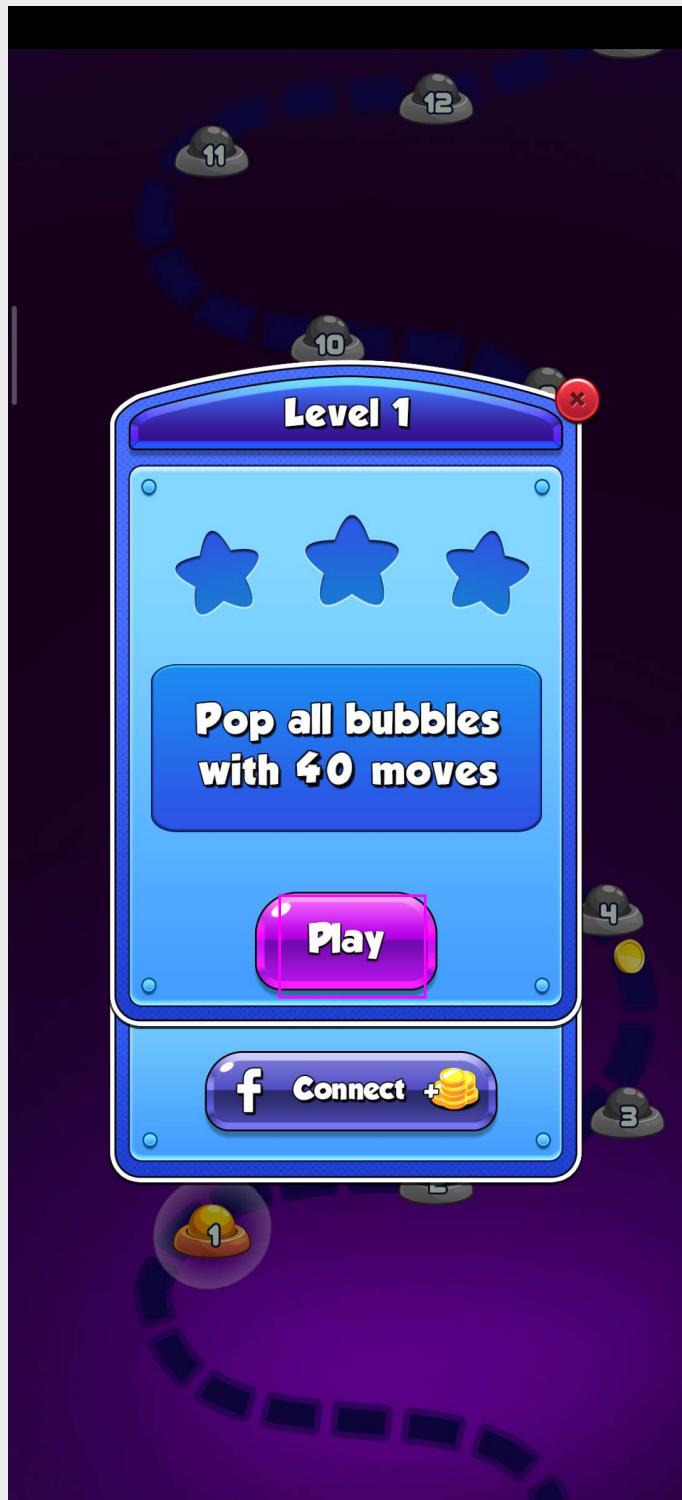




Wait
for fingerprint to show

Play





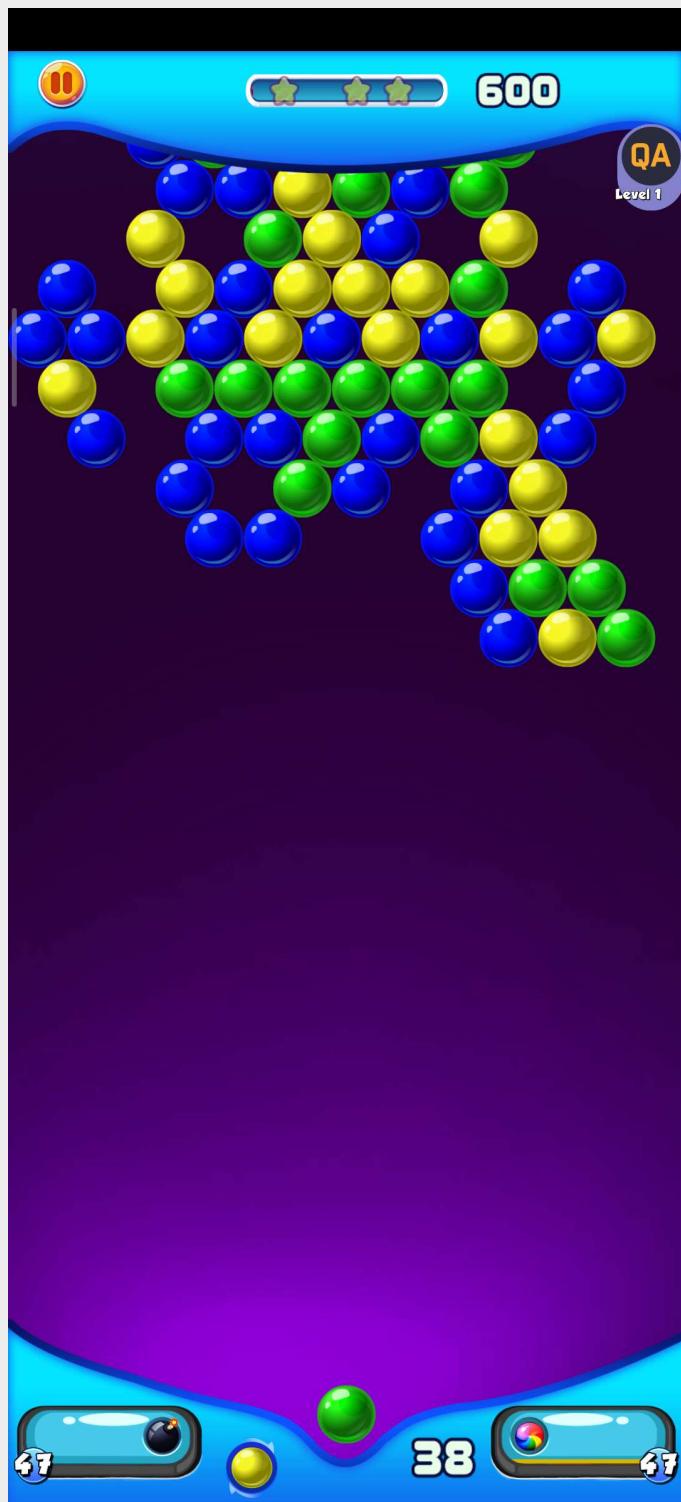
Click
on fingerprint



Play

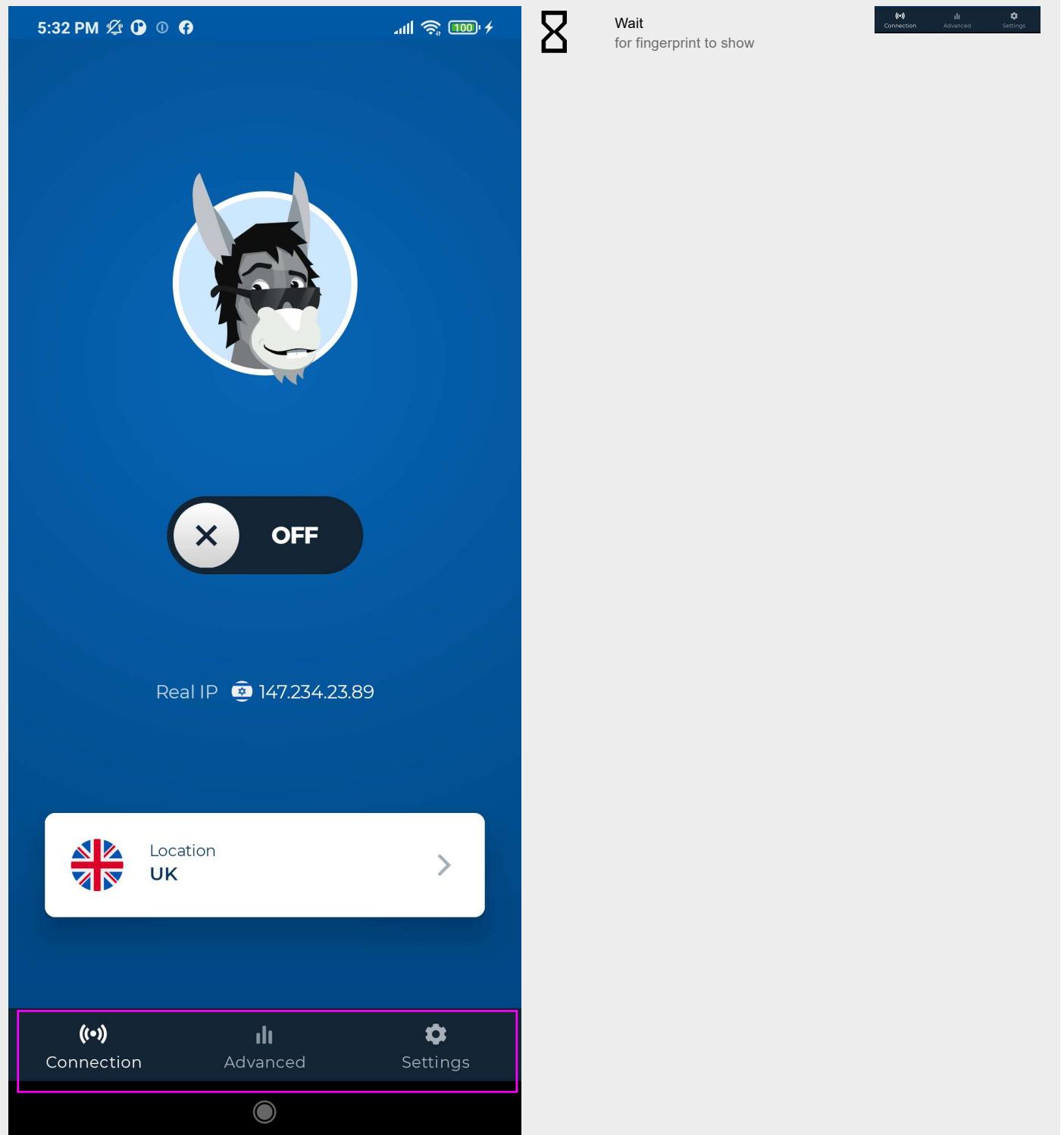


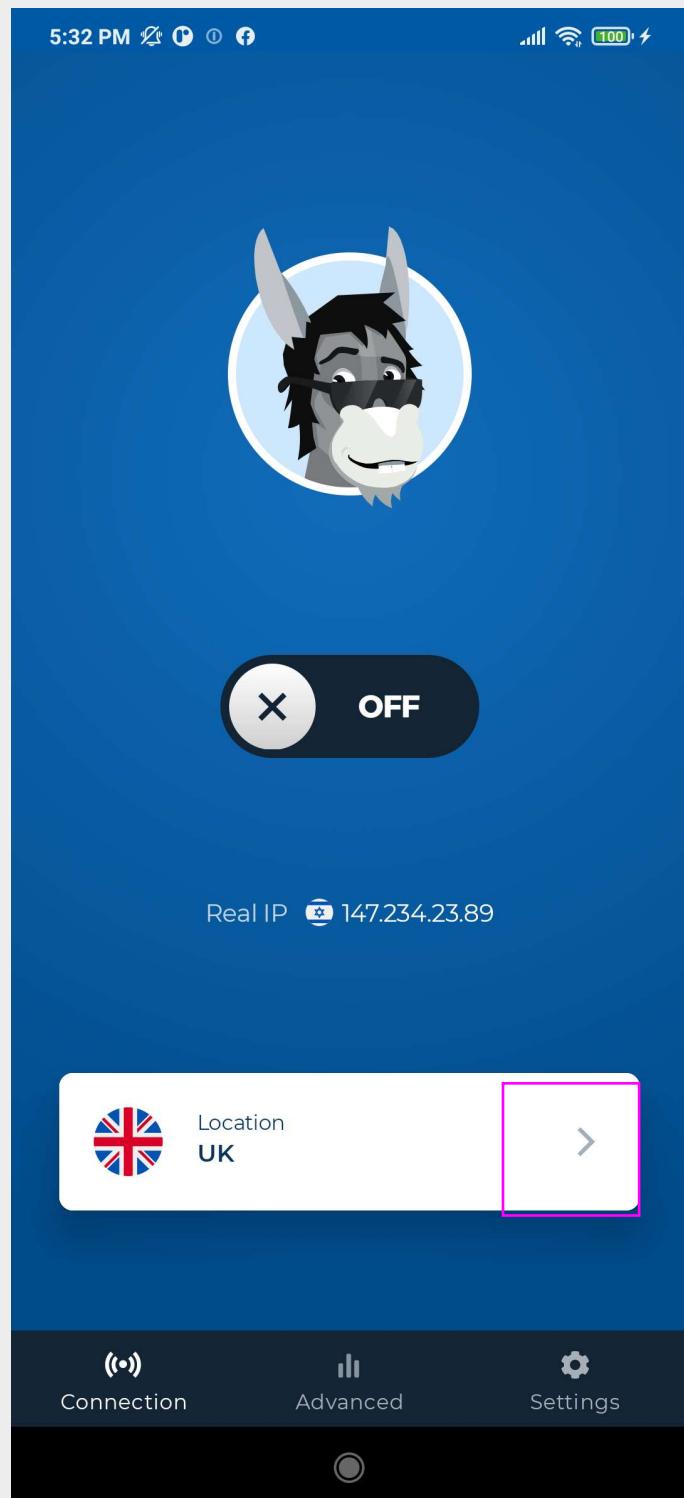
35



Start App
<com.hidemyass.hidemyassprovpn>







Click
on fingerprint



5:32 PM ⚡ ⓘ ⓘ ⚡

Optional Click
on fingerprint

Search from 298 locations

Quick Access All Favorites

LIGHTNING CONNECT
We'll automatically pick the fastest server based on your location.

 Lightning Connect

RECENT

 UK ✓

 Canada

 USA, California, Los Angeles

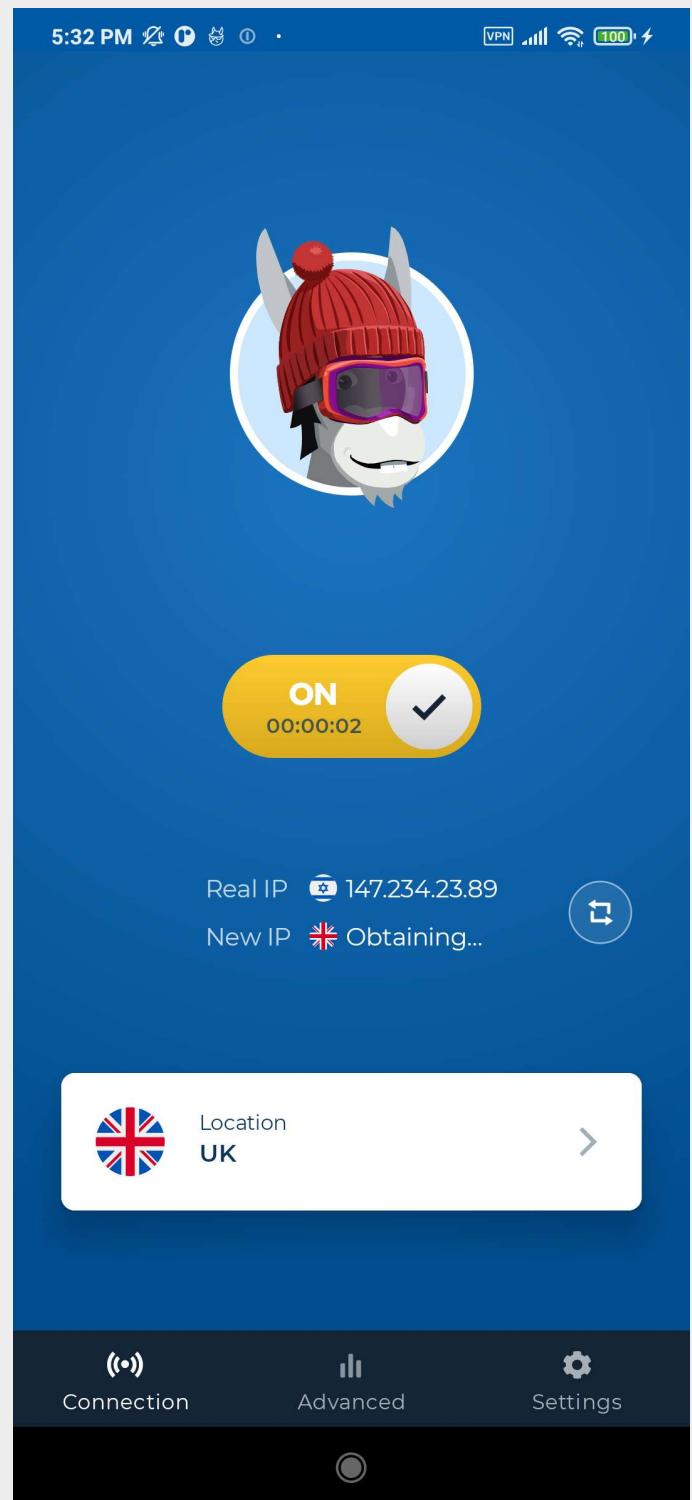
 Brazil, São Paulo

 USA

STREAMING SERVERS

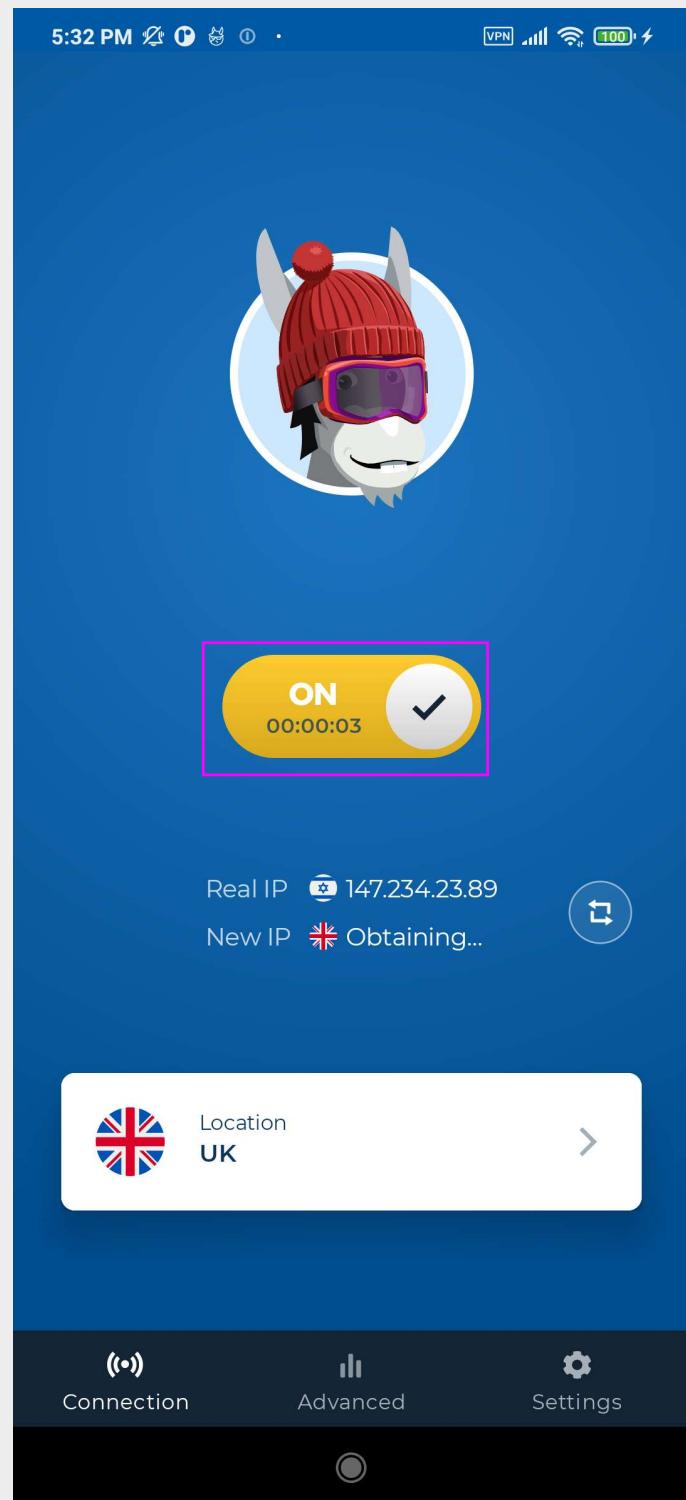
■ ● ◀

✓



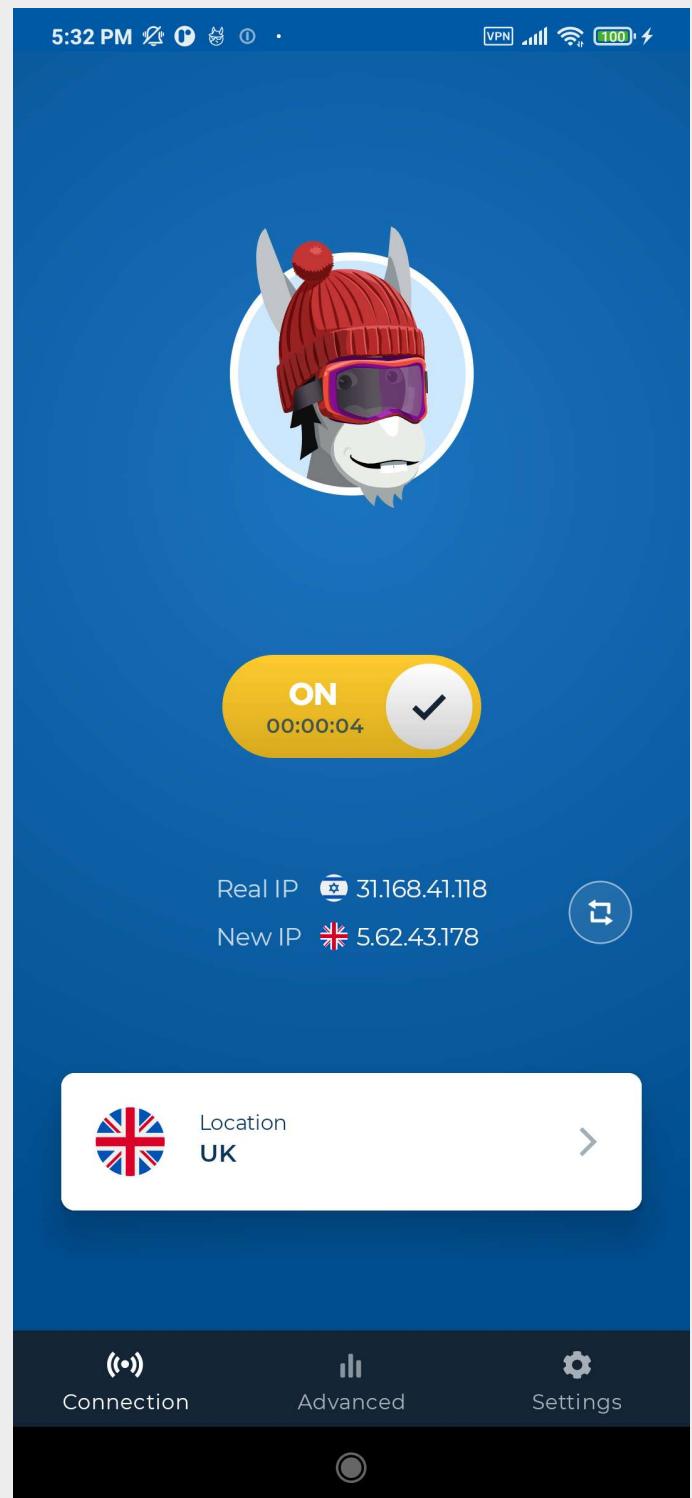
Wait
for 5000 ms





Check specific element





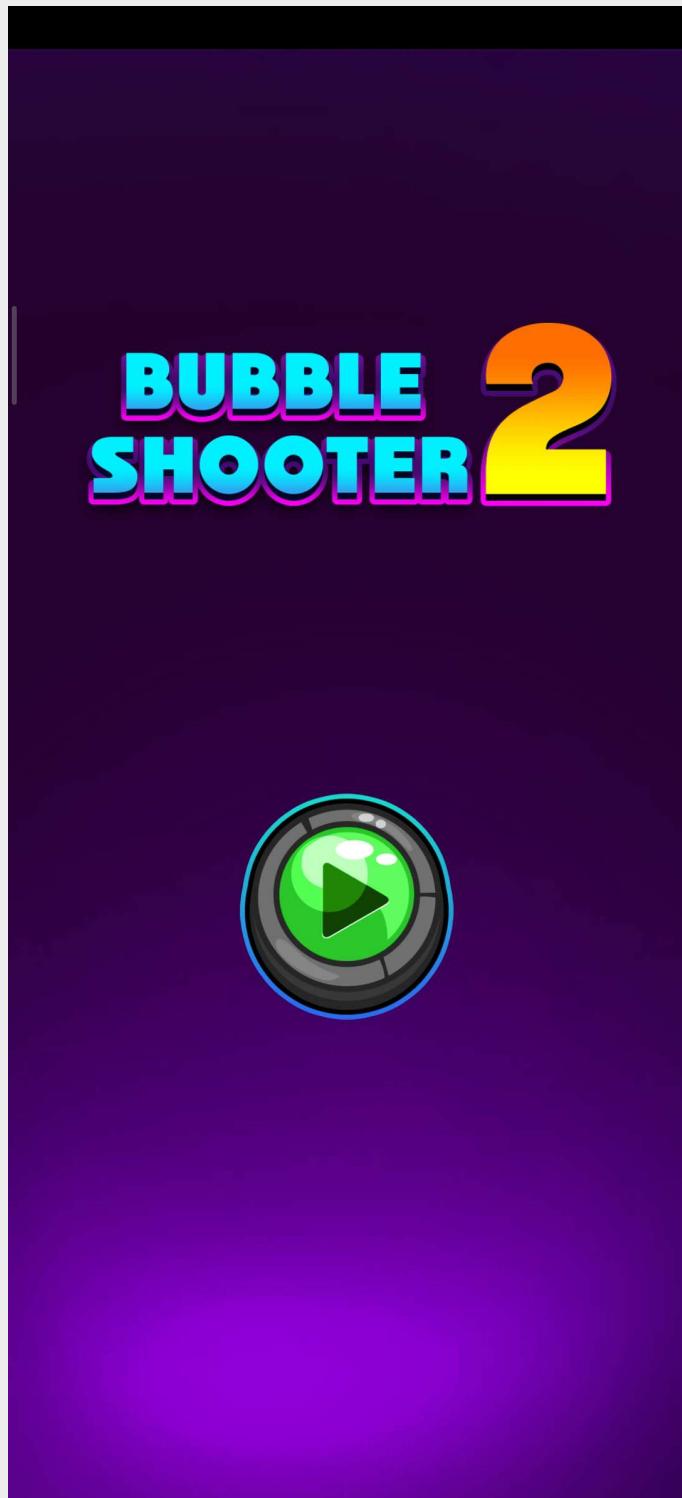
Start App
shooter.two.purple





Wait
for fingerprint to show

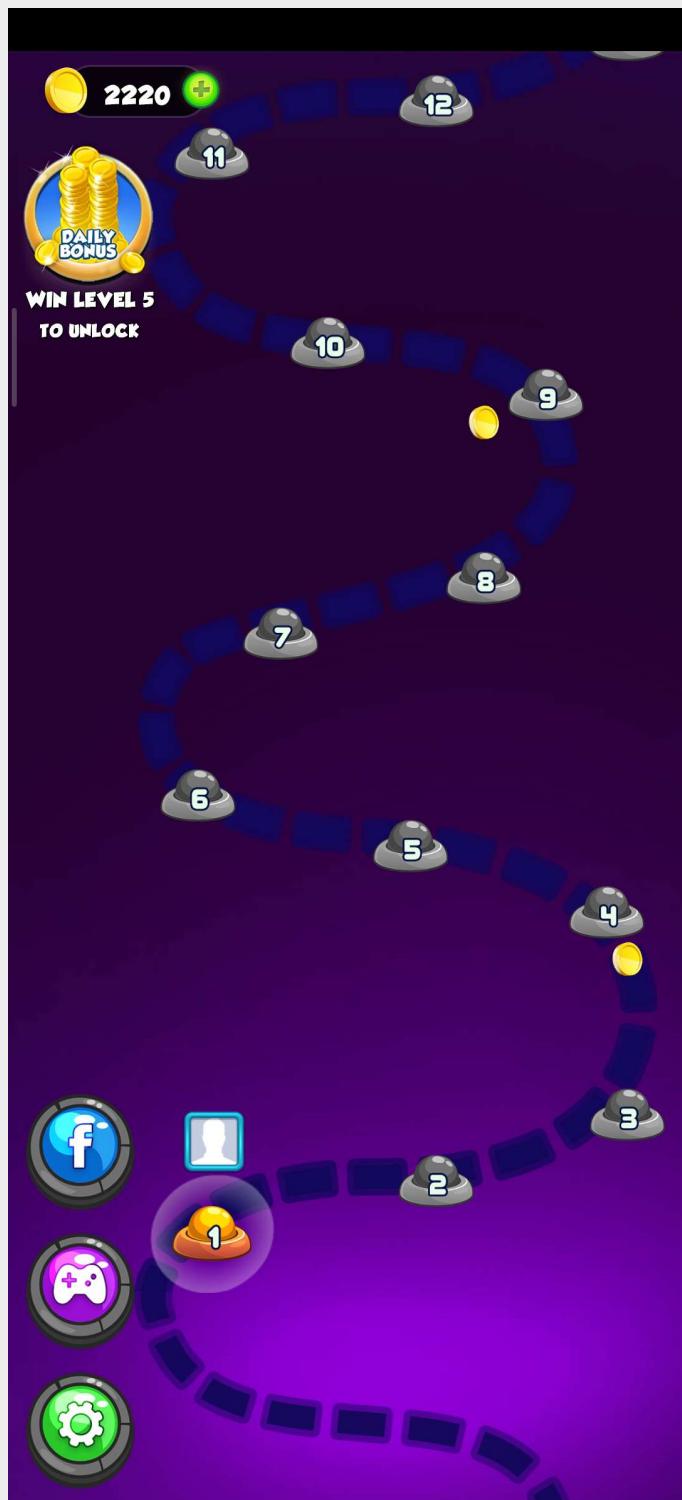




Click
on fingerprint



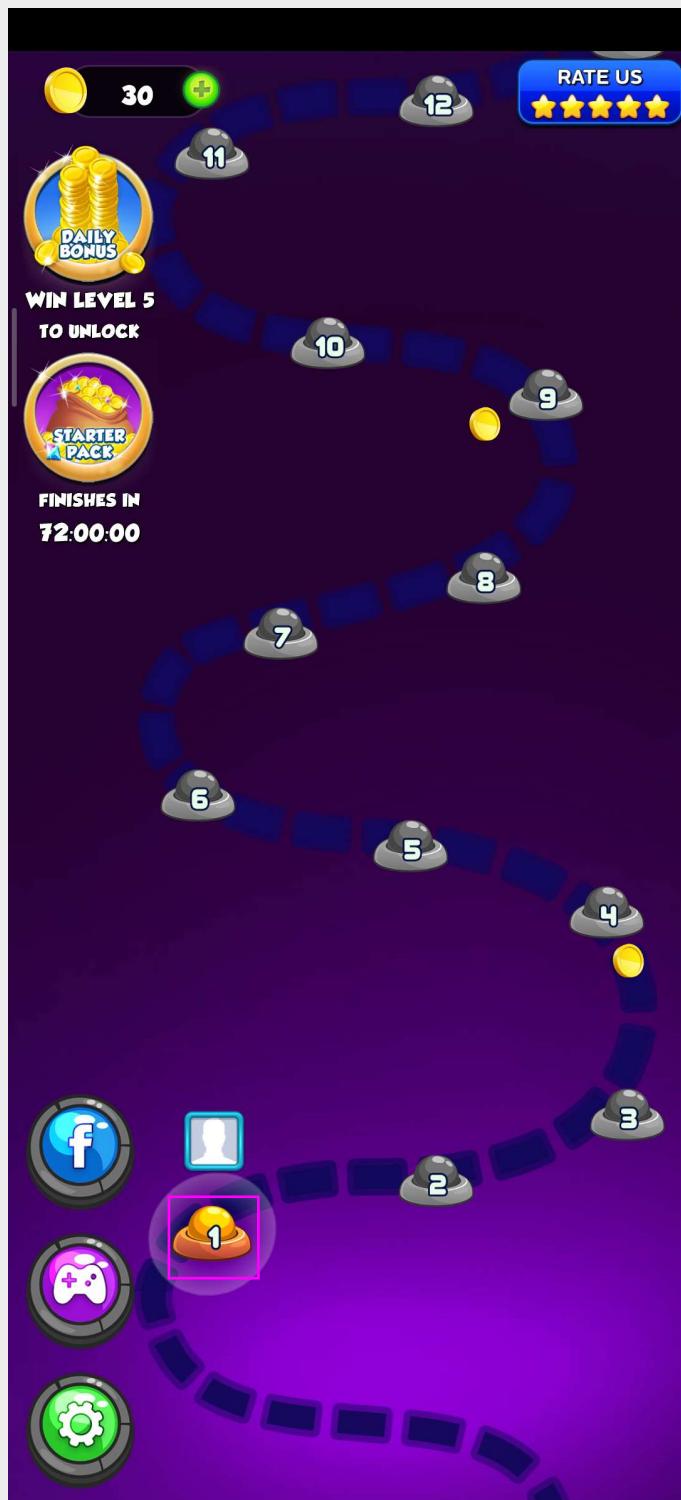
Could not find fingerprint



Wait
for 1000 ms

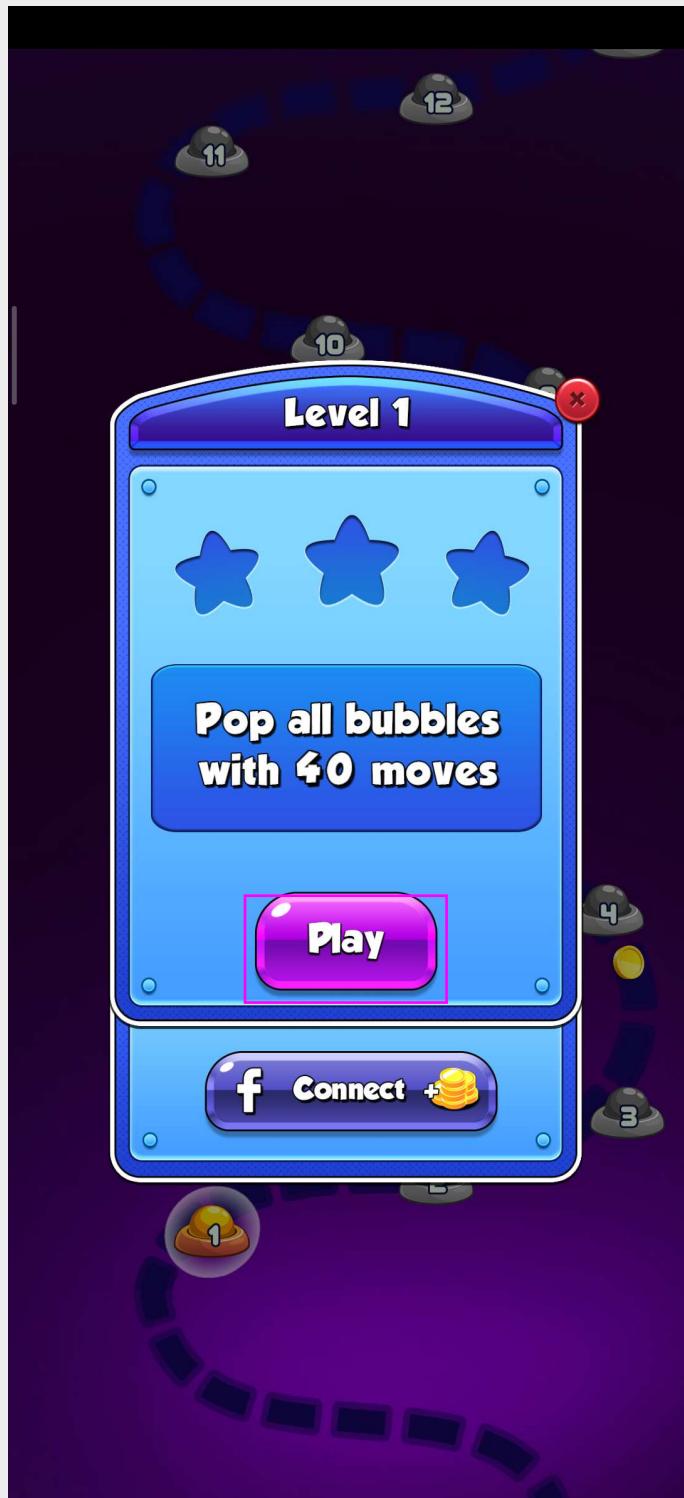


45



Click
on fingerprint

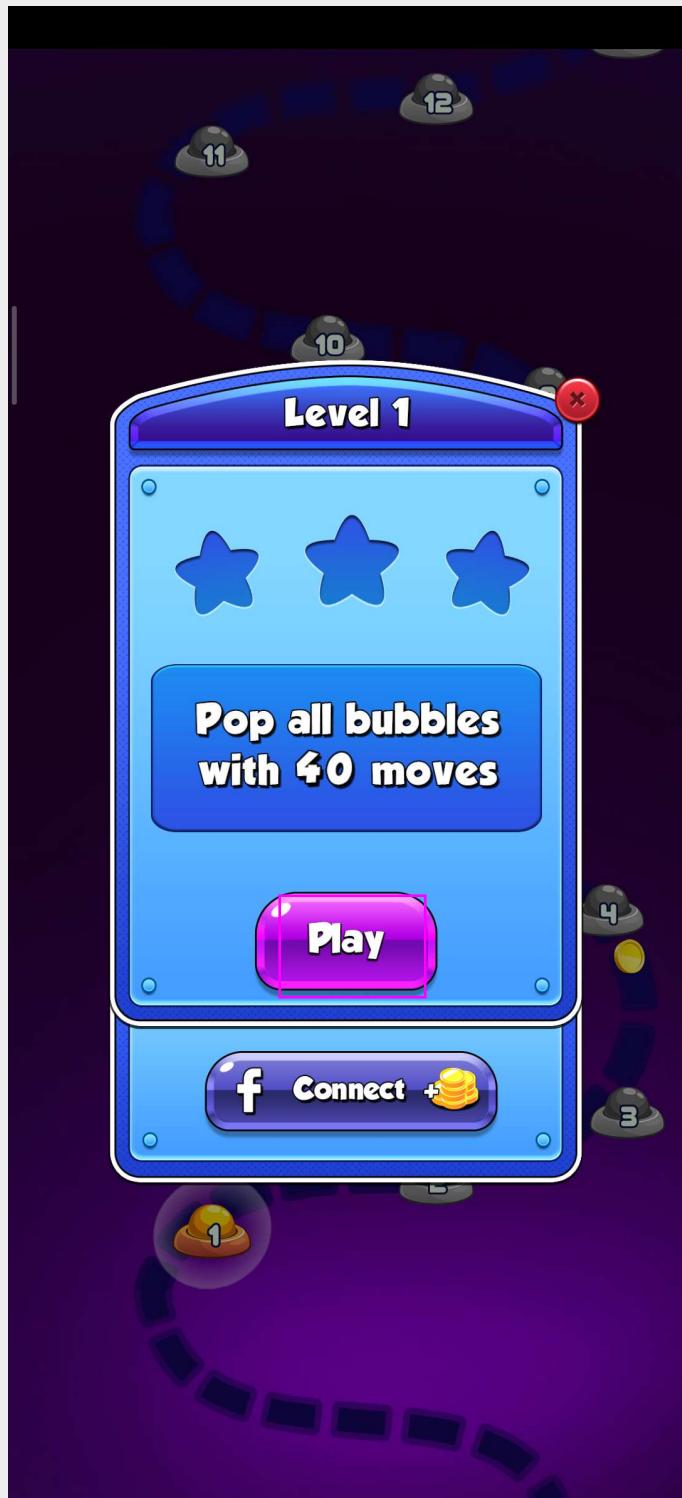




Wait
for fingerprint to show

Play



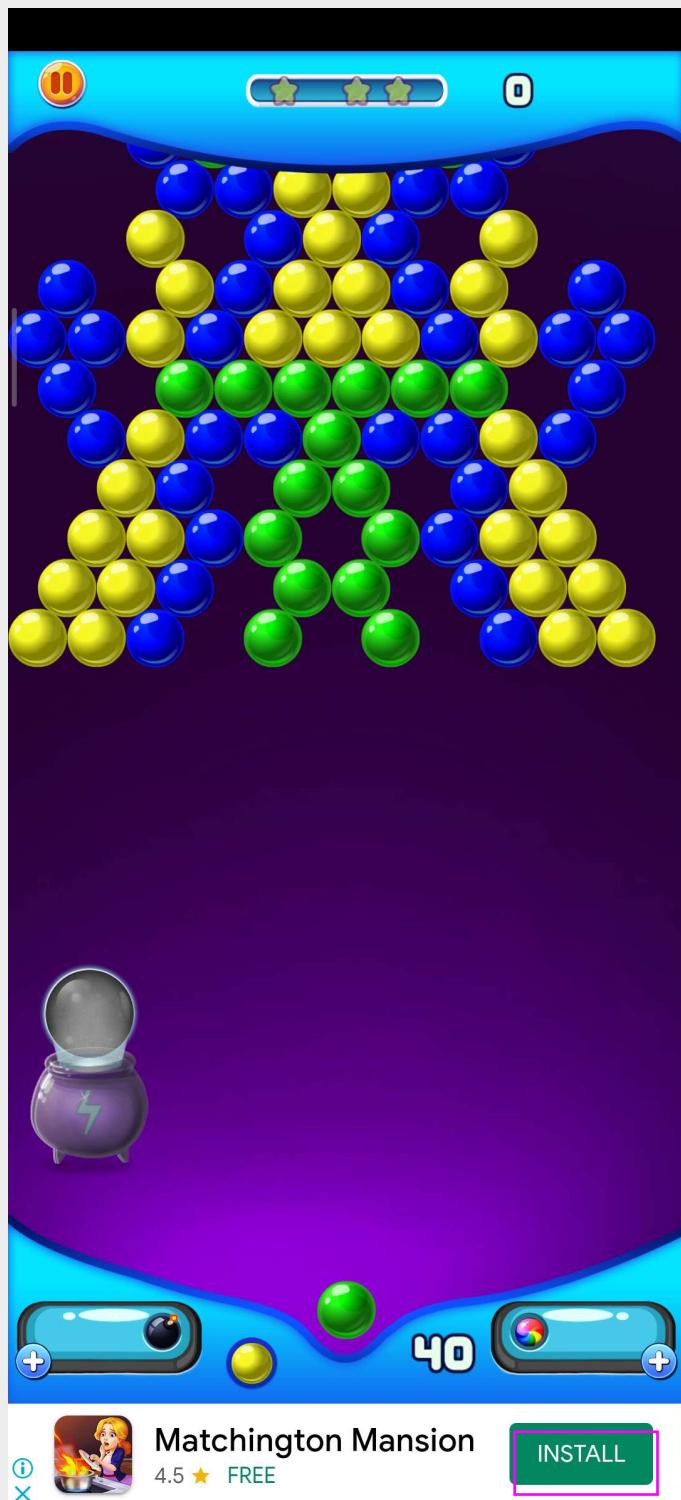


Click
on fingerprint

Play



48



Optional Check specific element

INSTALL



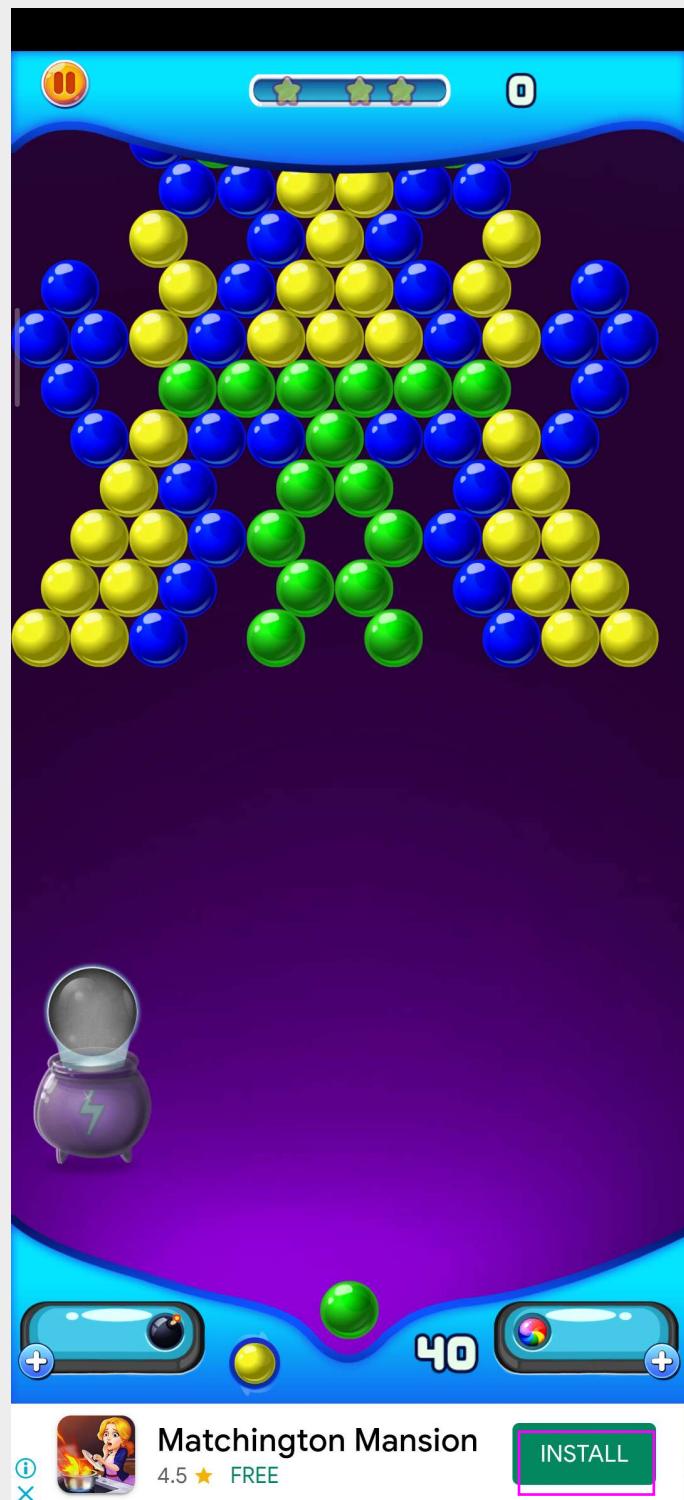
Matchington Mansion

4.5 ★ FREE

INSTALL



49



Optional Check specific element

INSTALL



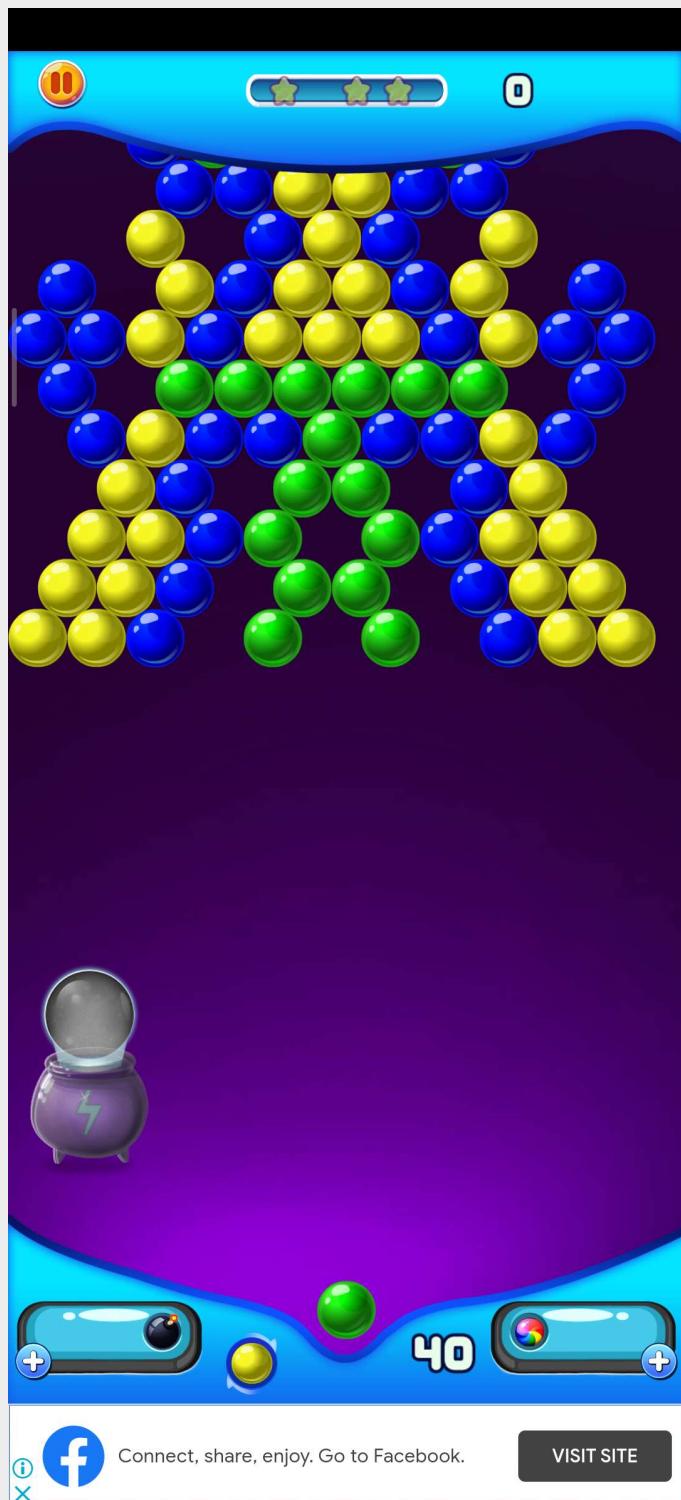
Matchington Mansion

4.5 ★ FREE

INSTALL



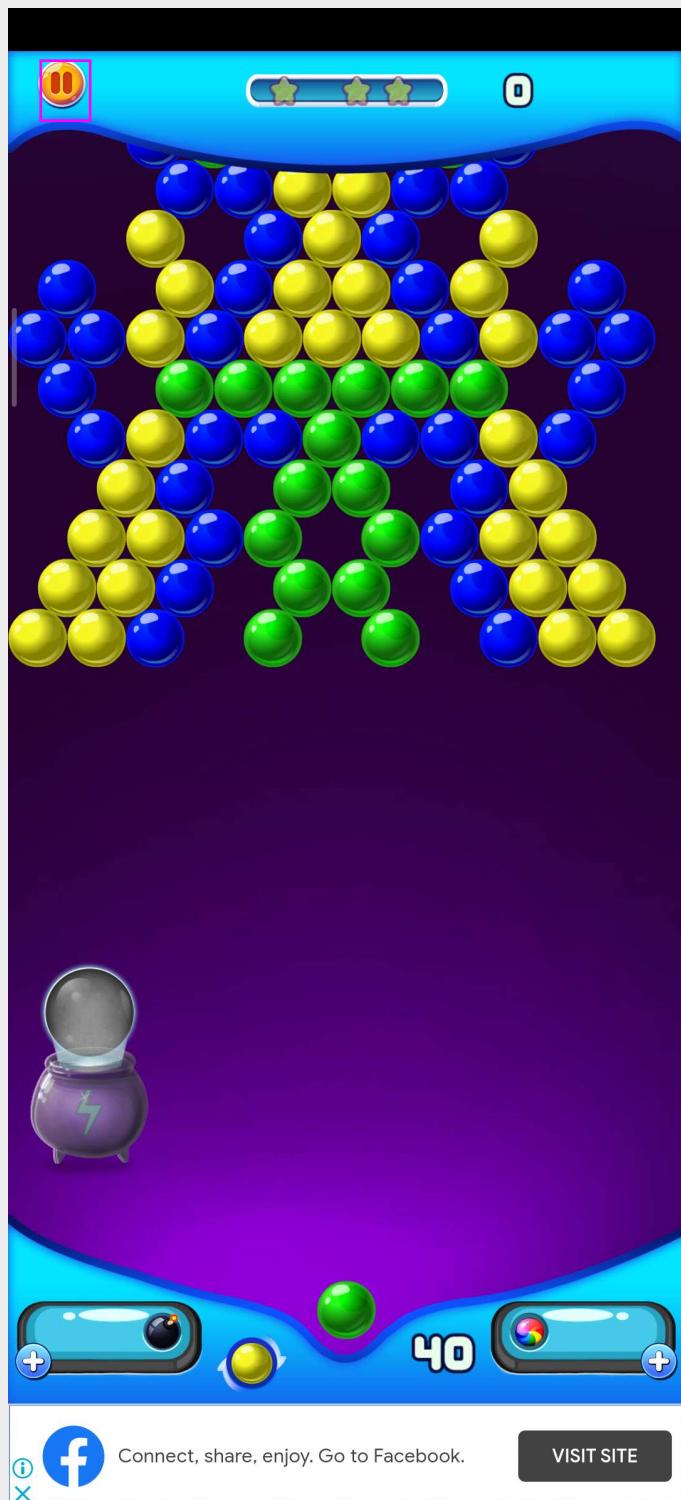
50



Exec JavaScript

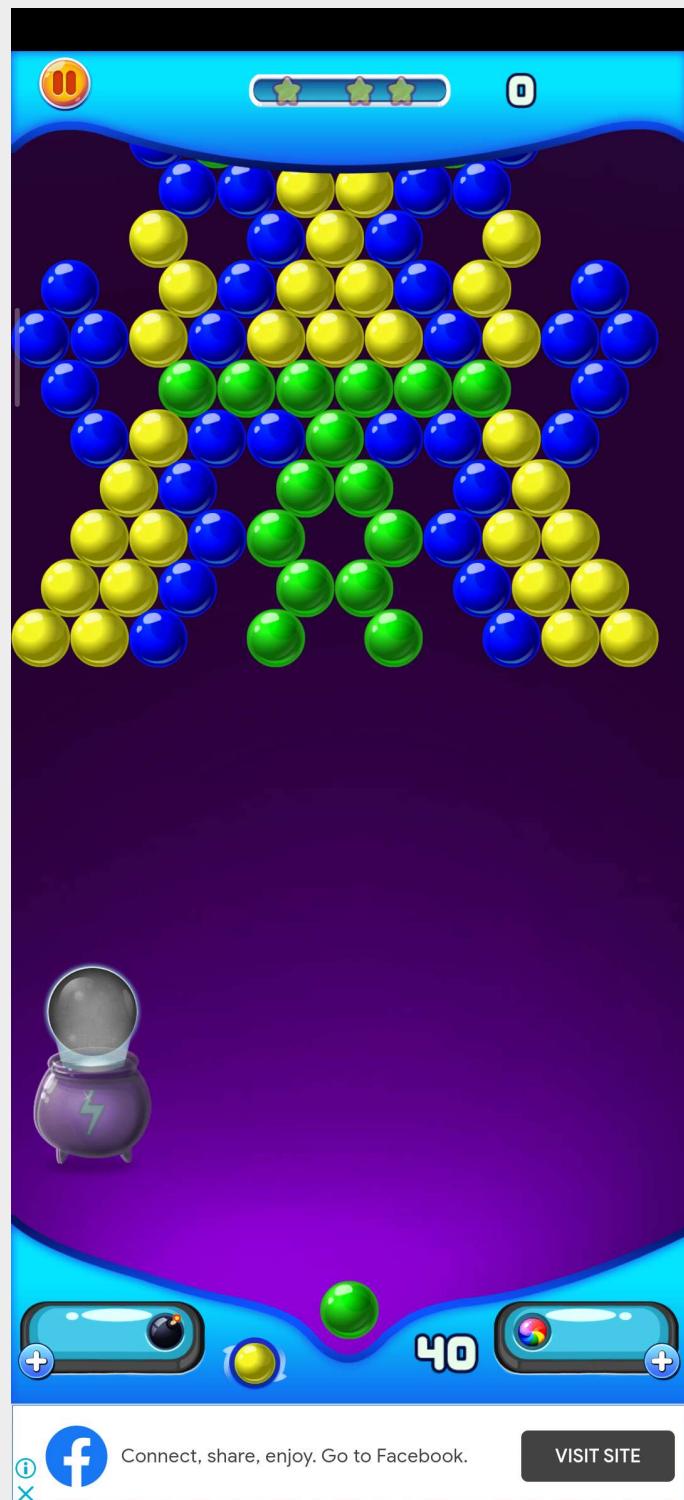
```
const stepResults = testRunner.getTestRun().stepResults
const allStepResults = testRunner.getTestRun().stepResults
const thisTestStepResults = allStepResults.filter(stepResult => testRun
data.oneAdShown = 0
for(data.i = 1; data.i <= thisTestStepResults.length; data.i++){ //25
  log((data.i-1) + ' steps before prev result: ' + stepResults[currentStepIndex-data.i].success)
  if(thisTestStepResults[currentStepIndex-data.i].success){
    log('At least one banner shown: '+data.i+'th from the end')
    data.oneAdShown = 1
    break
  }
}
if(data.oneAdShown == 0){
  throw "no banner shown at all!"
}
```



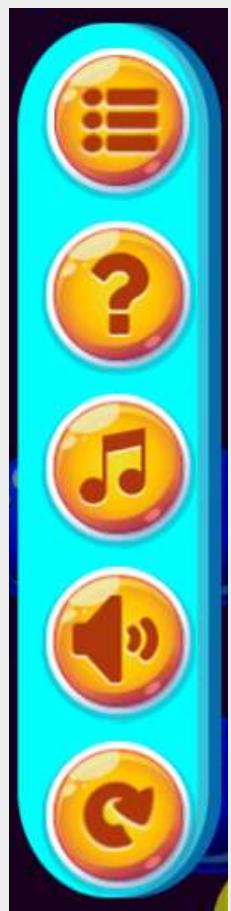


Click
on fingerprint





Check specific element



Could not find fingerprint

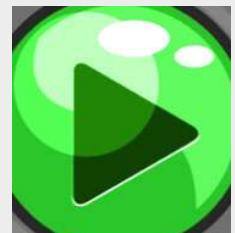


Wait
for fingerprint to show





Click
on fingerprint



Could not find fingerprint

55



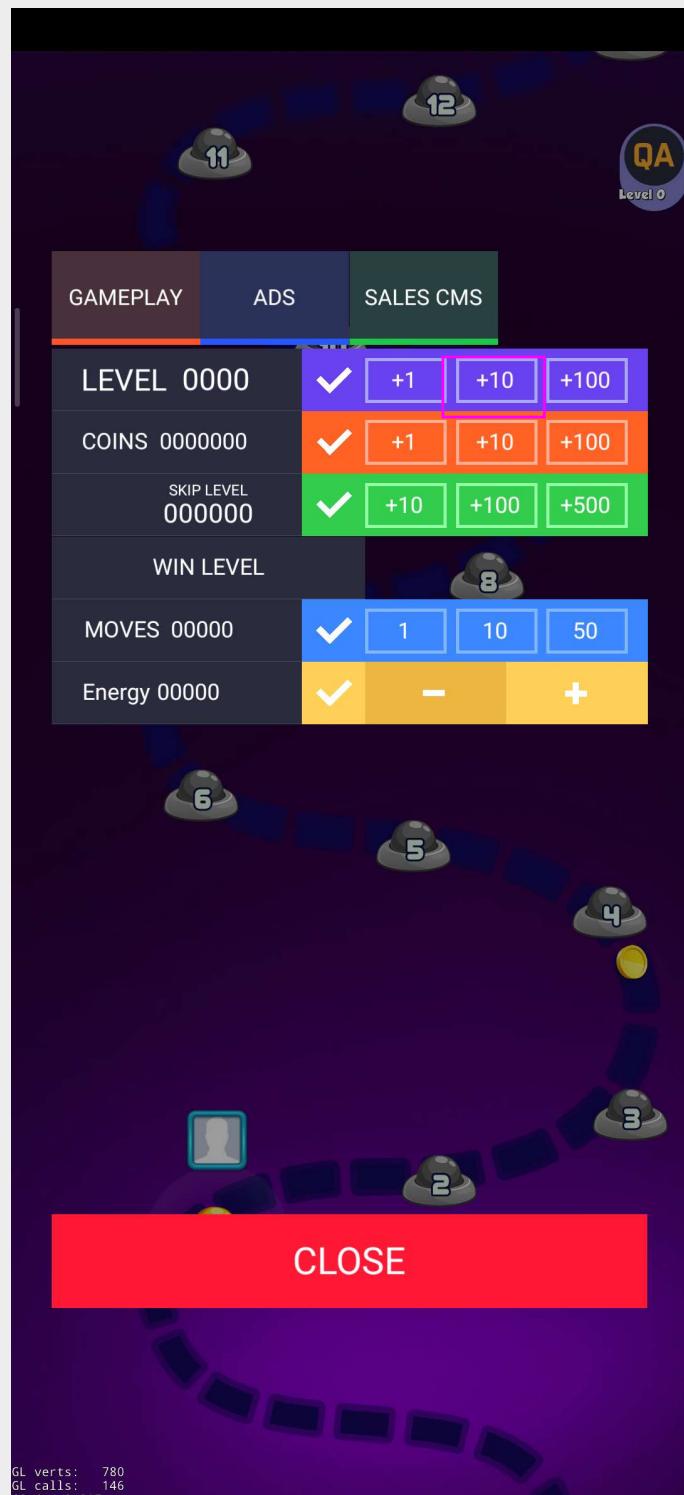
Wait
for 1000 ms





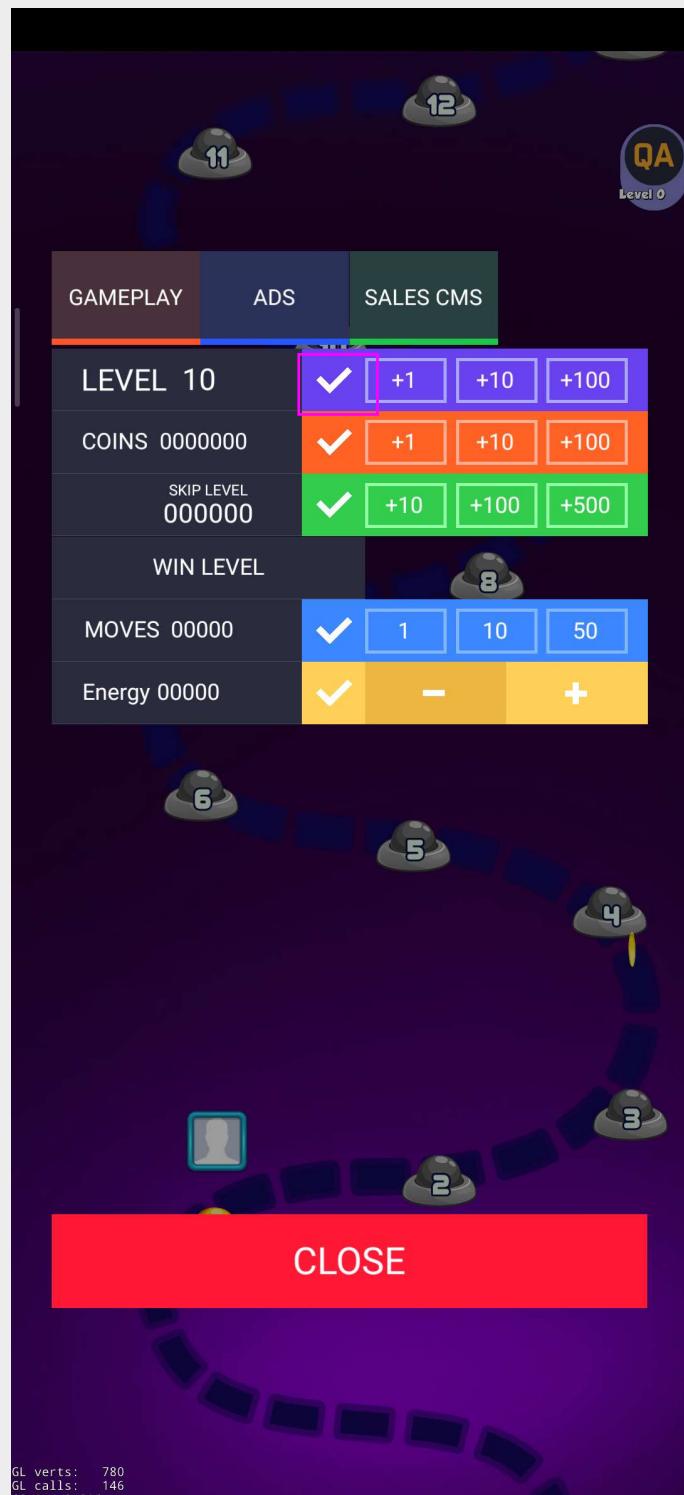
Click
on fingerprint





Click
on fingerprint



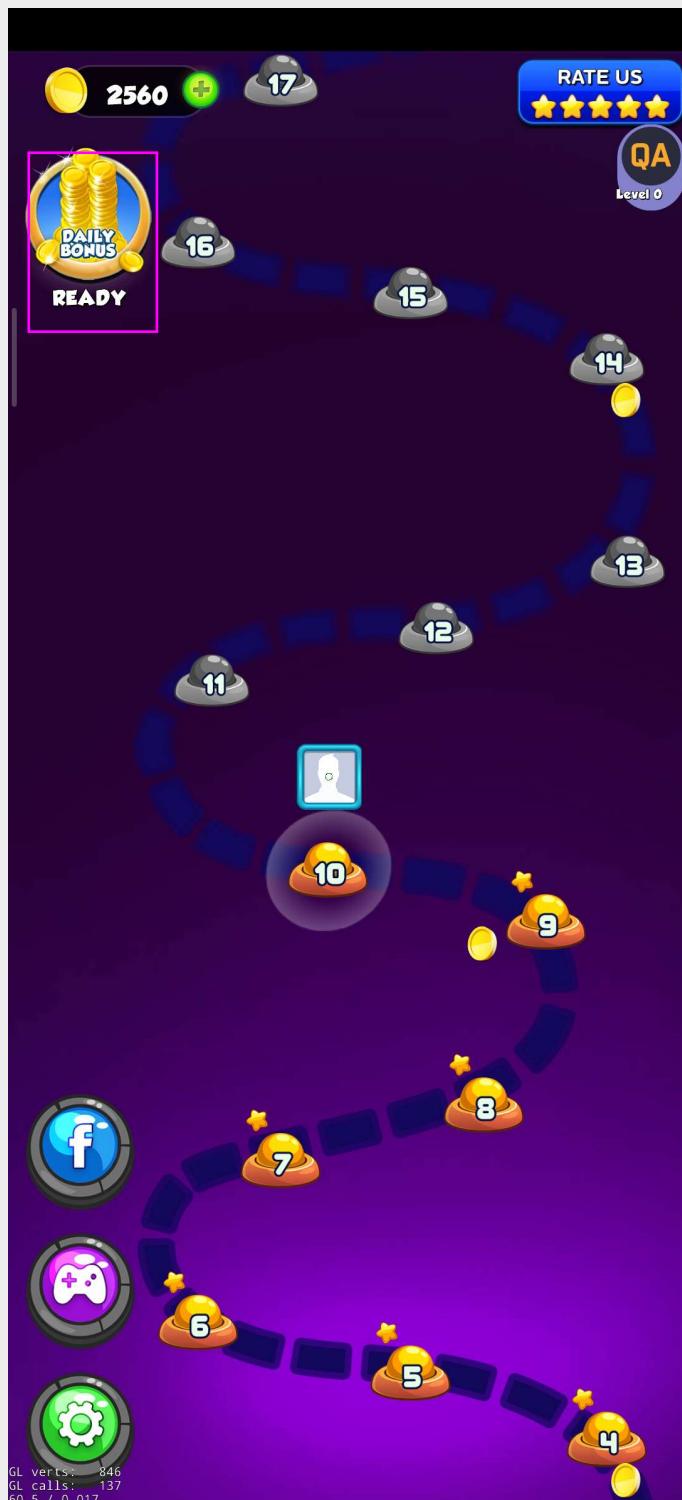


Click
on fingerprint



GL verts: 780
GL calls: 146
60.1 / 0.016





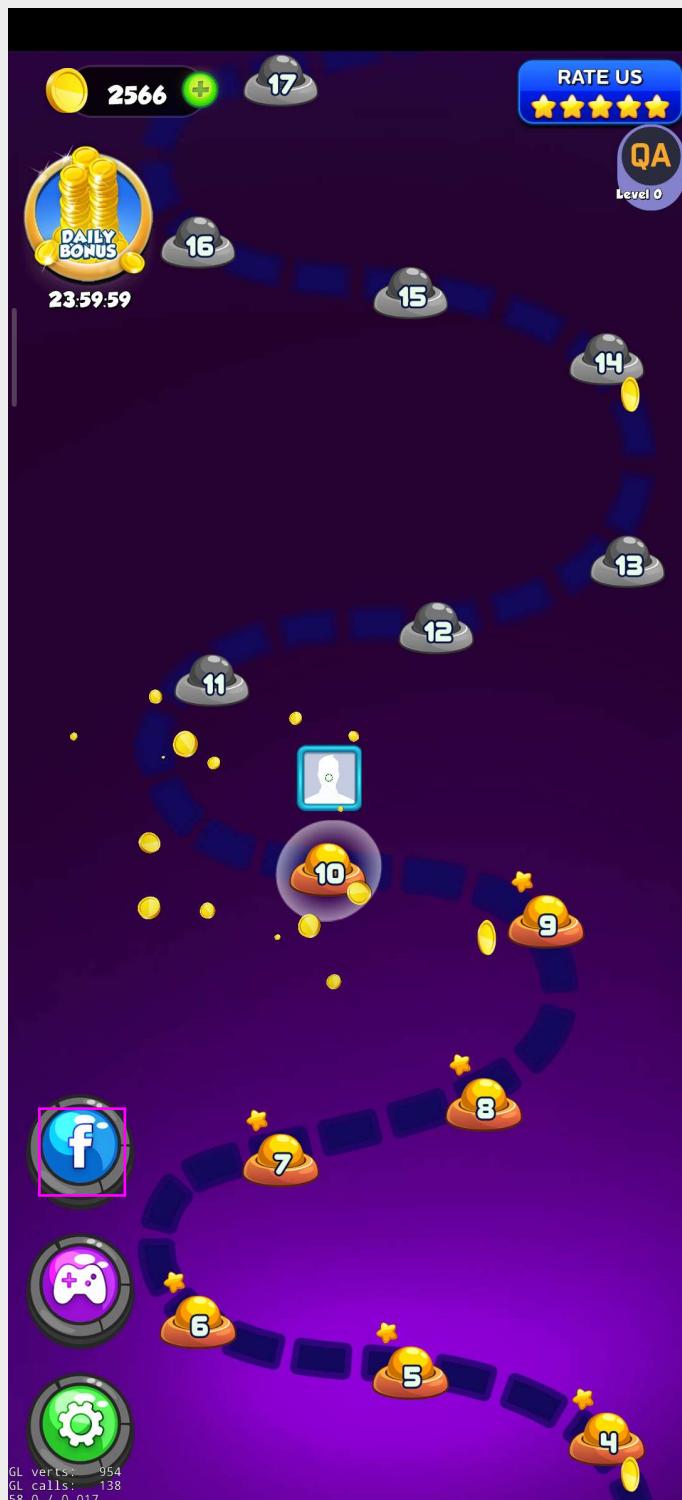
Click
on fingerprint



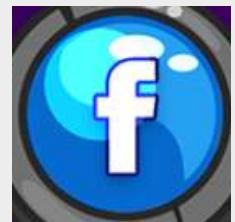


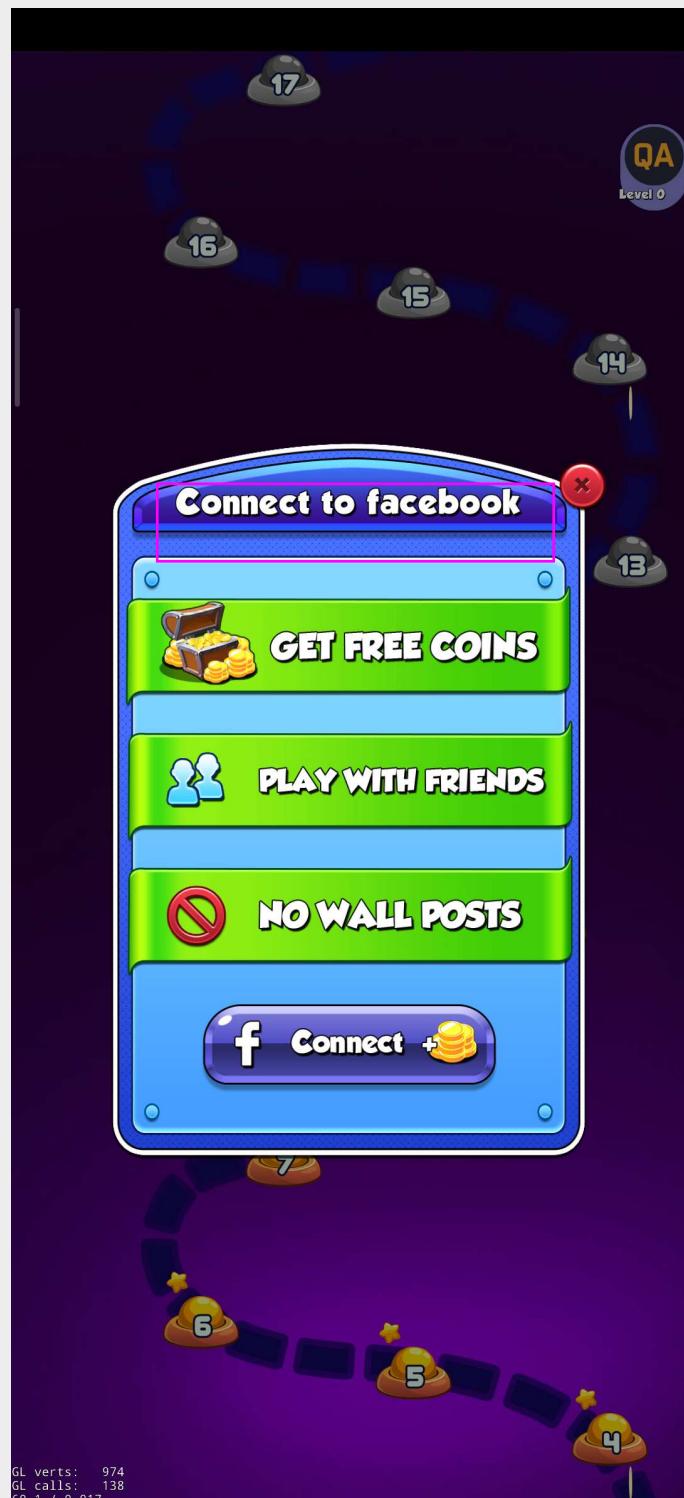
GL verts: 1370
GL calls: 172
59.7 / 0.017





Click
on fingerprint

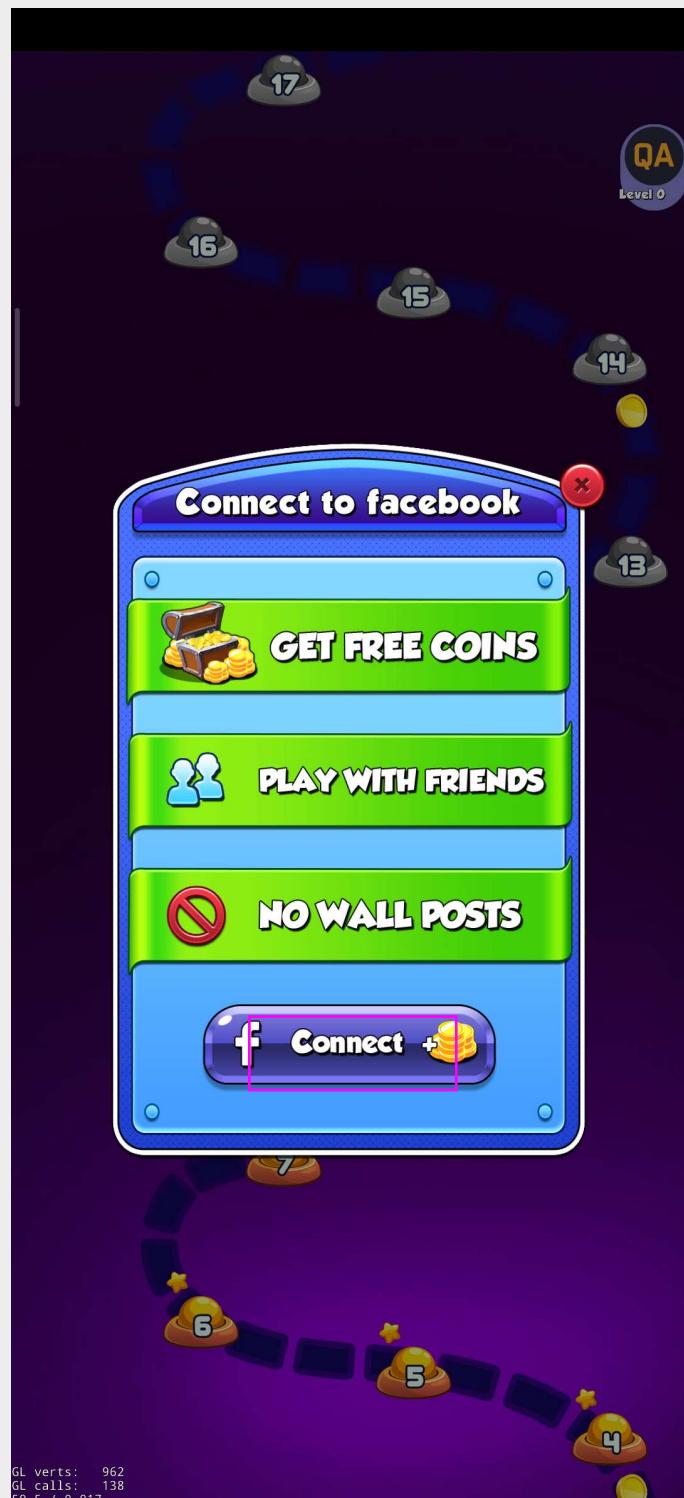




Wait
for fingerprint to show

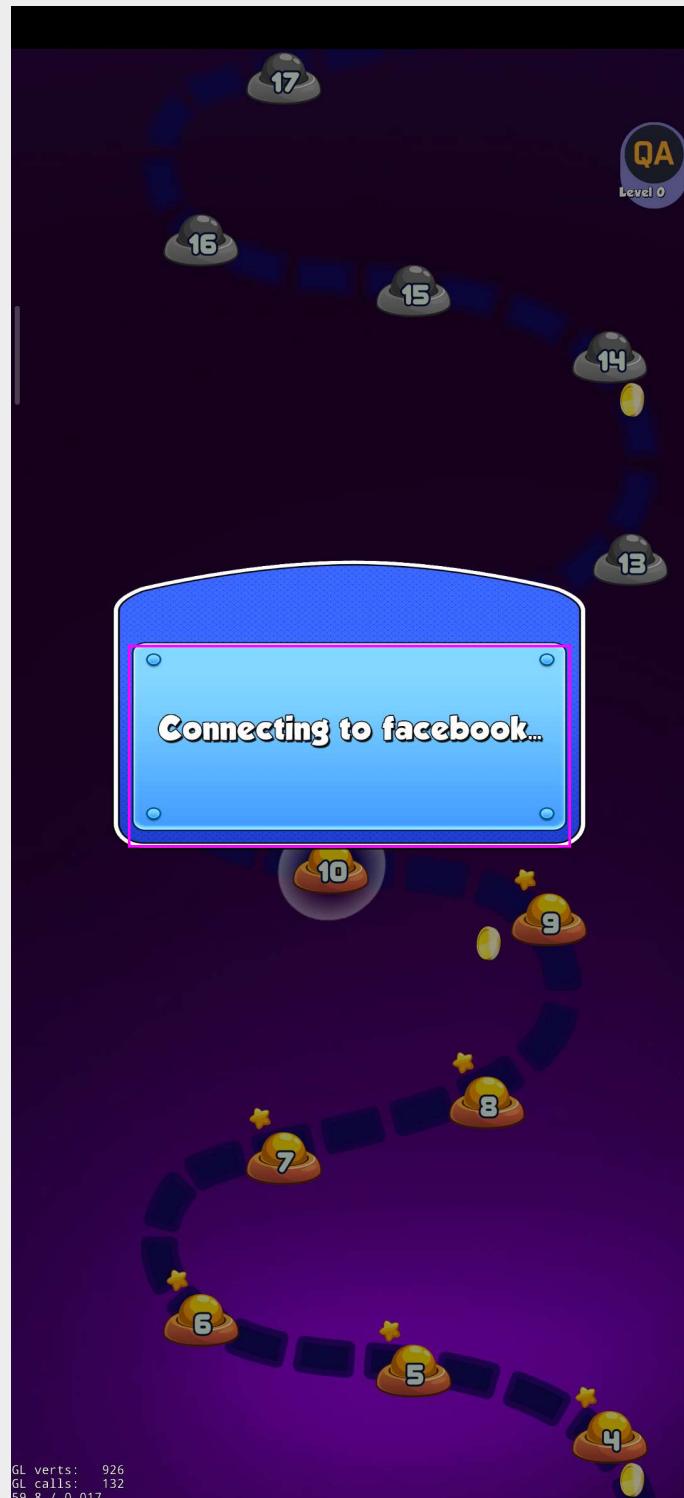
Connect to facebook



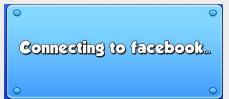


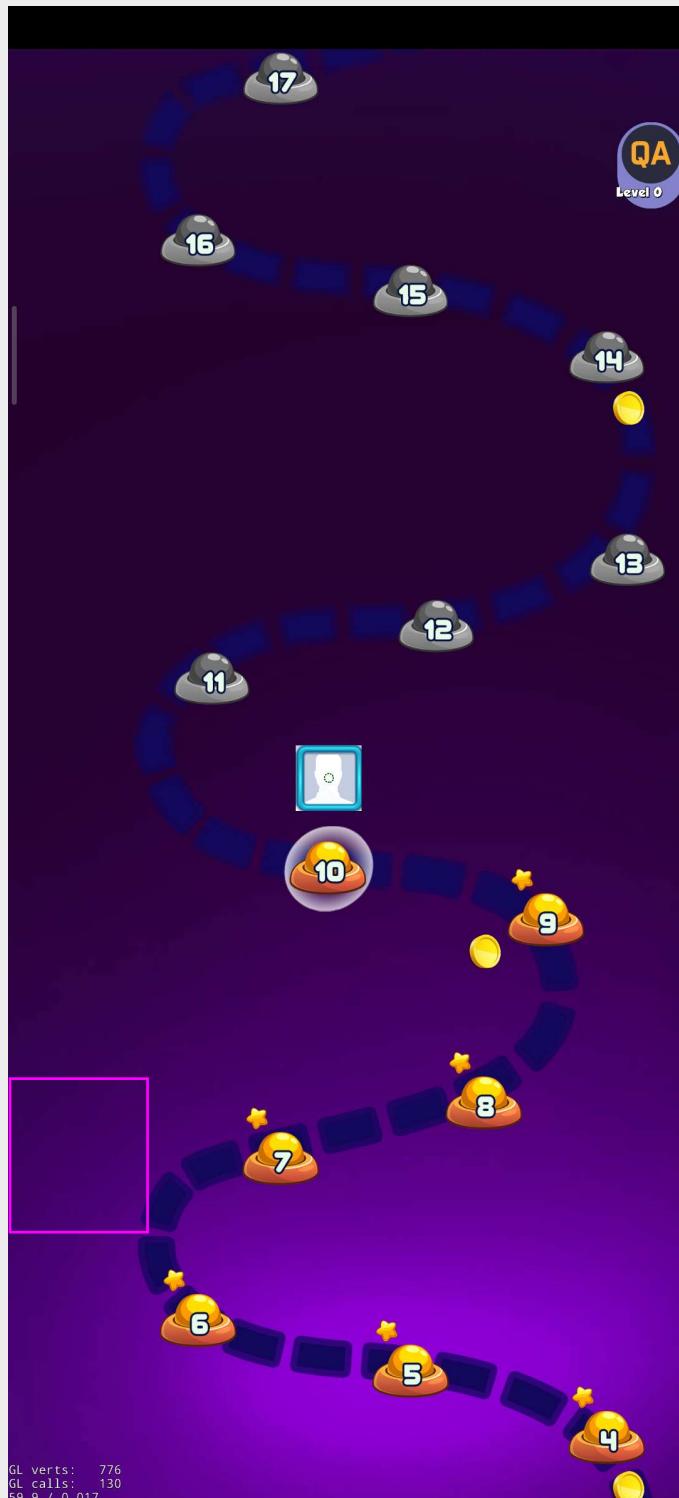
Click
on fingerprint





Check specific element





Check specific element



GL verts: 776
GL calls: 130
59.9 / 0.017

