

Manual Testing Report: Elden Ring Nightrēign

Test Date: 14/7/2025

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Platform: PC Windows, Steam

Mode: Co-op, Single-Player

1. Overview

This report summarizes testing across gameplay, UI, and cooperative multiplayer in Elden Ring: Nightrēign, with a focus on late-game regions, boss battles, item interactions, and online mechanics. The testing involved several single-player and co-op sessions aimed at reproducing existing issues and discovering new ones, especially related to movement, combat flow, and event triggers. Extra attention was given to recurring or missing world events, such as Shifting Earth and other area-specific encounters. Expected vs. actual behavior was documented along with reproducibility details, and the results were used to suggest improvements to gameplay variety, challenge balance, event reliability, and boss design.

2. Environment

- **OS:** Windows 11
- **Platform:** PC
- **Game Version:** Game version: v1.01.1
- **Test Duration:** ~5 hours

3. Testing Process Overview

- Exploratory Testing
- UI/UX Testing
- Reproduction Attempts

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

- Add a dedicated two-player mode so players aren't restricted to only solo play or three-player co-op.
- Increase the frequency of Shifting events and similar in-game activities, and provide clearer hints or guidance to help players understand their objectives.

5. Conclusion

Elden Ring: Nightreign delivers a captivating and enjoyable experience for both long-time fans and newcomers to the genre. The cooperative mode adds meaningful social engagement, but certain exploits and bugs can interrupt gameplay flow and diminish the overall experience. Resolving these issues would further improve immersion, challenge, and enjoyment for all players.