

QA Test Report

Devices Tested

Android Emulator – Medium Phone

- SoC: Emulated x86_64 CPU
- RAM: 2048 MB
- OS Version: Android 16.0 API 36.1

Unity Simulator

Performance Summary

Metric	Observation / Value
CPU frame time	~2 ms
GPU frame time	~2 ms
Average frame time	~4 ms
99th percentile frame	5 ms
GC allocations/frame	Mostly 0, occasional 2–4
Batches	28
Resolution	1440x3088
Cold start time	9 s
APK size	40,400 KB
Thermal notes	N/A on emulator

Test Plan

- Cold start
- Warm start
- Resume from background
- Offline / no-network
- Core gameplay loop
- Rotation/Screen scaling
- Save and load system

Test Results

Test Case	Result	Notes
Cold start	Ok	Loaded in 9 seconds
Warm start	Pass	Resumed instantly
Resume from background	Pass	Returned to main menu fine
Offline / no network	Pass	Game works offline
Core gameplay loop	Pass	Resumed instantly
Rotation/Screen scaling	Fail	The web build used for playtesting didn't rotate for ipad usage, unsure if actual apk would work.
Save and load system	Pass	Game data saves consistently
Battery saver mode	Untested	Only had emulator

Player Survey (11 responses)

Top Insights

- Difficulty is good
- UI is readable
- Instructions sometimes unclear
- Players enjoy the addictive gameplay loop
- Add instructions and blender upgrades

Bugs found

- Blender selected recipe is reset after upgrading fruit quality.
- Offline resource generation triggering again when returning to start screen via the pause menu and pressing continue again.

Changes made

- Fixed the found bugs

Notes

- All core loop functionality works as expected.
- Game is stable across tested devices.
- No crashes or major blockers observed.