



Comparison for Cases (Results) 09/06/2025

Project: Wuthering Waves Game Testing (PC & Tablet)

By Jinson John, 6/9/2025 9:03 AM

This report provides a matrix-based comparison of executed test runs for Wuthering Waves, displaying the result status of each test case across sections such as Combat, Character Management, Exploration, and more. It helps visualize overall test coverage and highlights inconsistencies or regressions by comparing execution results between test runs or platforms (e.g., PC vs Tablet).

It offers a quick snapshot of feature stability, identifies gaps in coverage, and assists in tracking testing progress and effectiveness across the QA cycle.

Latest Results & per Test Run



Test Runs

? The statistics and percent numbers of this report only include the test cases that match the selected filters, if any.

Sunday, June 08, 2025

 Wuthering Waves – Full Test Execution (June 2025)

Wuthering Waves – Full Game QA Test Cycle92%

	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
Milestone	Wuthering Waves – Full Game QA Test Cycle	
Tests	24	24
Passed	<div><div></div>22 (92%)</div>	<div><div></div>22 (92%)</div>
Blocked	<div><div></div>1 (4%)</div>	<div><div></div>1 (4%)</div>
Untested	<div><div></div>0 (0%)</div>	<div><div></div>0 (0%)</div>
Retest	<div><div></div>0 (0%)</div>	<div><div></div>0 (0%)</div>
Failed	<div><div></div>1 (4%)</div>	<div><div></div>1 (4%)</div>

Comparison & Coverage

1. Main Menu & Settings (4)

Verify that the game's main menu loads correctly and that all settings (graphics, audio, controls, language) are functional and persist after changes. This ensures a smooth onboarding experience for the player.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C1	Access Settings from In-Game UI	Passed	Passed
C2	Adjust Audio Settings	Passed	Passed
C3	Open and Cancel Settings without Saving	Passed	Passed
C4	Tap Exit Button from In-Game UI	Passed	Passed

2. Character Management (4)

Test the functionality related to character selection, customization, leveling up, and skill upgrades. Ensure that the UI updates correctly and data such as EXP, stats, and equipped items are retained accurately across sessions.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C5	Switch between unlocked characters	Passed	Passed
C6	View Character Stats and Details	Passed	Passed
C7	Equip New Gear to Character	Passed	Passed
C8	Attempt to Access Locked Character	Blocked	Blocked

3. Combat System (5)

Evaluate the responsiveness and correctness of combat mechanics including basic attacks, combos, dodging, ultimate abilities, and enemy AI behavior. Validate that the damage system, animations, cooldowns, and visual feedback are consistent and bug-free.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C9	Character Performs Basic Attack	Passed	Passed
C10	Use Special Skill During Combat	Passed	Passed
C11	Character Health Decreases When Hit	Passed	Passed
C12	Character UI stability During combat	Failed	Failed
C13	Enemy Defeated After HP Zero	Passed	Passed

4. Inventory & Items (3)

Ensure that item pickups, inventory display, item descriptions, sorting, and usage functionalities are working as expected. Verify that consumables, gear, and materials behave correctly when equipped, discarded, or used.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C14	Open Inventory Panel	Passed	Passed
C15	Use a Consumable Item	Passed	Passed
C16	Check Item Sorting	Passed	Passed

5. Exploration & Map (3)

Test the open-world map features, including navigation, waypoints, fast travel, and terrain interactions. Confirm the correct loading of locations, seamless transitions, and accessibility of map-based content.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C17	Open the World Map	Passed	Passed

C18	Use Fast Travel Feature	Passed	Passed
C19	Check Location Markers and Legends	Passed	Passed

6. Daily Missions & Quests (3)

Check the generation, tracking, and completion of daily missions and story or side quests. Validate that rewards are granted correctly, objectives update in real-time, and completed quests are removed from the list.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C20	View Available Daily Missions	Passed	Passed
C21	Track Quest Progress	Passed	Passed
C22	Claim Daily Mission Rewards	Passed	Passed

7. Multiplayer / Co-op (2)

Test multiplayer or co-op functionality, such as lobby creation, team formation, voice/text communication, and sync between players. Ensure that connection stability, player visibility, and shared mission objectives behave correctly.

ID	Title	Wuthering Waves – Full Test Execution (June 2025)	Latest (Coverage)
C23	Access Co-op Mode	Passed	Passed
C24	Send Invite to Friend	Passed	Passed