

R1: Wuthering Waves – Full Test Execution (June 2025)

Wuthering Waves – Full Game QA Test Cycle

This test run includes the execution of all test cases created for the Wuthering Waves game QA project. It covers seven sections: Settings, Character Management, Combat, Inventory, Exploration, Daily Missions, and Multiplayer. The goal is to validate core game functionality, usability, and performance across PC and tablet devices. Bugs and observations will be logged post-execution.

| | |
|------------|----------|
| Created On | 6/8/2025 |
| Completed | No |

| | | | | |
|-------------|-----------|-----------|-----------|-----------|
| Passed | Blocked | Untested | Retest | Failed |
| 92% (22/24) | 4% (1/24) | 0% (0/24) | 0% (0/24) | 4% (1/24) |

Test Cases

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 | Assigned To | Status |
|----|---|-------------|--------|
| T1 | Access Settings from In-Game UI | Jinson J. | Passed |
| T2 | Adjust Audio Settings | Jinson J. | Passed |
| T3 | Open and Cancel Settings without Saving | Jinson J. | Passed |
| T4 | Tap Exit Button from In-Game UI | Jinson J. | Passed |

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 | Assigned To | Status |
|----|-------|-------------|--------|
|----|-------|-------------|--------|

| | | | |
|----|------------------------------------|-----------|---------|
| T5 | Switch between unlocked characters | Jinson J. | Passed |
| T6 | View Character Stats and Details | Jinson J. | Passed |
| T7 | Equip New Gear to Character | Jinson J. | Passed |
| T8 | Attempt to Access Locked Character | Jinson J. | Blocked |

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 | Assigned To | Status |
|-----|--------------------------------------|-------------|--------|
| T9 | Character Performs Basic Attack | Jinson J. | Passed |
| T10 | Use Special Skill During Combat | Jinson J. | Passed |
| T11 | Character Health Decreases When Hit | Jinson J. | Passed |
| T12 | Character UI stability During combat | Jinson J. | Failed |
| T13 | Enemy Defeated After HP Zero | Jinson J. | Passed |

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 | Assigned To | Status |
|-----|-----------------------|-------------|--------|
| T14 | Open Inventory Panel | Jinson J. | Passed |
| T15 | Use a Consumable Item | Jinson J. | Passed |
| T16 | Check Item Sorting | Jinson J. | Passed |

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 | Assigned To | Status |
|----|-------|-------------|--------|
|----|-------|-------------|--------|

| | | | |
|-----|------------------------------------|-----------|--------|
| T17 | Open the World Map | Jinson J. | Passed |
| T18 | Use Fast Travel Feature | Jinson J. | Passed |
| T19 | Check Location Markers and Legends | Jinson J. | Passed |

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 | Assigned To | Status |
|-----|-------------------------------|-------------|--------|
| T20 | View Available Daily Missions | Jinson J. | Passed |
| T21 | Track Quest Progress | Jinson J. | Passed |
| T22 | Claim Daily Mission Rewards | Jinson J. | Passed |

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 | Assigned To | Status |
|-----|-----------------------|-------------|--------|
| T23 | Access Co-op Mode | Jinson J. | Passed |
| T24 | Send Invite to Friend | Jinson J. | Passed |