

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 & Settings4

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.

T1: Access Settings from In-Game UI

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is logged in and inside the game environment (not in combat).

Steps

Tap on the in-game UI menu icon (top-right or relevant icon).

Select the "Settings" button.

Expected Result

Settings menu should open with various tabs like Audio, Controls, Graphics, etc.

Results

Passed	This test was marked as 'Passed'.
Jinson J.	

6/9/2025 9:22 AM

Passed

Jinson J.

6/8/2025 7:12 PM

Assigned To

Jinson J.

Version

Wuthering Waves Version 2.3

Elapsed

35sec

Successfully the setting has shown in the Game Menu

Untested

Jinson J.

6/8/2025 6:59 PM

Assigned To

Jinson J.

*This test was marked as 'Untested'.***T2: Adjust Audio Settings**

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type		
None	None		

Preconditions

Settings menu is opened.

Steps

Go to the Menu > Setting > Audio

Decrease the master volume slider to 20%.

Confirm or exit.

Expected Result

Master volume should decrease, and changes should persist even after closing the menu.

Results

Passed

<p>Jinson J. 6/8/2025 7:29 PM</p> <p>Assigned To Jinson J.</p> <p>Version Wuthering Waves Version 2.3</p> <p>Elapsed 27sec</p>	<p><i>This test was marked as 'Passed'.</i></p>
--	---

<p>Untested</p> <p>Jinson J. 6/8/2025 6:59 PM</p> <p>Assigned To Jinson J.</p>	<p><i>This test was marked as 'Untested'.</i></p>
--	---

T3: Open and Cancel Settings without Saving

Status	Type	Priority	Estimate
Passed	Usability	Low	None
References	Automation Type		
None	None		

Preconditions

Player is in the in-game UI.

Steps

Open the Settings menu.

Navigate through settings but do not change anything.

Press back or close button.

Expected Result

Settings menu should close without making any changes. Game should return to previous state.

Results

<p>Passed</p> <p>Jinson J. 6/8/2025 9:39 PM</p>	<p><i>This test was marked as 'Passed'.</i></p>
---	---

Assigned To Jinson J. Version Wuthering Waves Version 2.3	
--	--

Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>
---	--

T4: Tap Exit Button from In-Game UI

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is idle or in a safe zone.

Steps

Tap on the in-game UI Menu icon to open menu.

Tap on the “Exit” button.

Confirm the prompt (if any).

Expected Result

Game session should close, and player should be returned to Server screen or device home screen or game launcher.

Results

Passed Jinson J. 6/8/2025 9:41 PM Assigned To Jinson J. Version Wuthering Waves Version 2.3	Successfully returned to the main server screen
---	---

Elapsed 34sec	
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

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.

T5: Switch between unlocked characters

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player has unlocked more than one character.

Steps

- Open the Character menu from in-game UI.
- Tap on another unlocked character icon.
- Confirm the switch if prompted.

Expected Result

The selected character becomes active and appears in the game environment.

Results

Passed Jinson J. 6/8/2025 9:47 PM	Successfully the selected character becomes active and appears in the game environment.
---	---

Untested	<i>This test was marked as 'Untested'.</i>
Jinson J. 6/8/2025 6:59 PM	
Assigned To Jinson J.	

T6: View Character Stats and Details

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type		
None	None		

Preconditions

Player is in the Character menu.

Steps

Go to setting > Character

Select any character.

Tap on the "Stats" or "Details" tab.

Expected Result

Player should be able to view stats like HP, ATK, DEF, abilities, and other key attributes.

Results

Passed	Successfully abled to view stats like HP, ATK, DEF, abilities, and other key attributes.
Jinson J. 6/8/2025 9:49 PM	

Untested	<i>This test was marked as 'Untested'.</i>
Jinson J. 6/8/2025 6:59 PM	
Assigned To Jinson J.	

T7: Equip New Gear to Character

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player has gear items available in inventory.

Steps

Go to the Character menu.

Select an unequipped item from the equipment section.

Tap on "Equip."

Expected Result

Item should appear equipped on the character, with updated stats if applicable.

Results

Passed	Successfully Item appeared equipped on the character, with updated stats if applicable.
Jinson J.	
6/8/2025 9:54 PM	

Untested	<i>This test was marked as 'Untested'.</i>
Jinson J.	
6/8/2025 6:59 PM	
Assigned To Jinson J.	

T8: Attempt to Access Locked Character

Status	Type	Priority	Estimate
Blocked	Other	Medium	None
References	Automation Type		
None	None		

Preconditions

Player has not unlocked all characters.

Steps

- Go to the Character menu.
- Tap on a locked character icon.

Expected Result

The game should show a lock icon or message like “Unlock via story/level X or not unlocked yet” without letting the user select the character.

Results

Blocked Jinson J. 6/8/2025 11:10 PM	No option to view the locked characters under character menu
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

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.

T9: Character Performs Basic Attack

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is in combat mode with enemies nearby.

Steps

- Engage an enemy.
- Tap the basic attack button.

Expected Result

The character should perform a basic attack animation and cause damage to the enemy's HP bar.

Results

Passed Jinson J. 6/8/2025 11:15 PM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 53sec	Successfully the character performed a basic attack animation and cause damage to the enemy's HP bar.
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

T10: Use Special Skill During Combat

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Character's skill cooldown has reset, and energy is available.

Steps

- Enter a combat area.
- Tap the special skill button.

Expected Result

Special skill animation plays; the skill executes, and the intended effect (e.g., AoE damage, stun) is applied to enemies.

Results

Passed Jinson J. 6/8/2025 11:24 PM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 1min 14sec	Successfully Special skill animation played; the skill executes, and the intended effect (e.g., AoE damage, stun) is applied to enemies.
---	--

Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>
---	--

T11: Character Health Decreases When Hit

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is in combat and receives damage from enemy.

Steps

Stand near an enemy.

Let the enemy attack the player.

Expected Result

Player's HP should decrease with each successful enemy hit.

Results

Passed Jinson J. 6/8/2025 11:37 PM Assigned To	Successfully Player's HP has decreased with each successful enemy hit.
---	--

Jinson J. Version Wuthering Waves Version 2.3 Elapsed 1min 34sec	
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

T12: Character UI stability During combat

Status	Type	Priority	Estimate
Failed	Functional	Medium	None
References	Automation Type		
None	None		

Preconditions

Player is engaged in continuous combat using multiple skills and movement.

Steps

- Enter a combat zone.
- Continuously use basic attacks, skills, and dodge while moving.
- Observe the UI elements (health bar, skill icons, enemy info).

Expected Result

UI should remain stable with no flickering, misalignment, or disappearing elements during intense combat.

Results

Failed Jinson J. 6/8/2025 11:39 PM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed	The UI of the character glitches sometimes while fighting
---	---

2min 14sec	
Untested	<i>This test was marked as 'Untested'.</i>
Jinson J. 6/8/2025 6:59 PM	
Assigned To Jinson J.	

T13: Enemy Defeated After HP Zero

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type		
None	None		

Preconditions

Enemy HP is reduced to near zero.

Steps

Attack enemy until HP bar is fully depleted.

Expected Result

Enemy should fall or disappear with a defeat animation; no further actions should be possible from that enemy.

Results

Passed	Enemy disappeared with a defeat animation (echo to absorb) no further actions should be possible from that enemy.
Jinson J. 6/8/2025 11:50 PM	
Assigned To Jinson J.	
Version Wuthering Waves Version 2.3	
Elapsed 45sec	
Untested	<i>This test was marked as 'Untested'.</i>
Jinson J.	

6/8/2025 6:59 PM	
Assigned To Jinson J.	

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.

T14: Open Inventory Panel

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is in an idle (non-combat) state.

Steps

Tap/click on the backpack or inventory icon in the main UI.

Expected Result

Inventory panel opens successfully showing all current items.

Results

Passed Jinson J. 6/8/2025 11:53 PM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 45sec	Successfully Inventory panel opens successfully showing all current items.
--	--

Untested Jinson J. 6/8/2025 6:59 PM	<i>This test was marked as 'Untested'.</i>
---	--

Assigned To
Jinson J.

T15: Use a Consumable Item

Status	Type	Priority	Estimate
Passed	Other	Medium	None
References	Automation Type		
None	None		

Preconditions

At least one usable item (e.g., HP potion) is present in inventory.

Steps

Open inventory.

Select a consumable item.

Tap "Use."

Expected Result

Item is used, character health/status is affected accordingly, item count is reduced by one.

Results

<p>Passed</p> <p>Jinson J.</p> <p>6/8/2025 11:58 PM</p> <p>Assigned To Jinson J.</p> <p>Version Wuthering Waves Version 2.3</p> <p>Elapsed 45sec</p>	<p>Successfully used a consumable item</p>
--	--

<p>Untested</p> <p>Jinson J.</p> <p>6/8/2025 6:59 PM</p> <p>Assigned To Jinson J.</p>	<p><i>This test was marked as 'Untested'.</i></p>
---	---

T16: Check Item Sorting

Status	Type	Priority	Estimate
Passed	Usability	Low	None
References	Automation Type		
None	None		

Preconditions

Inventory contains at least 5+ varied item types.

Steps

Open inventory.
Tap the “Sort” option by category (e.g., weapons, consumables).

Expected Result

Items should rearrange properly based on selected category.

Results

<div>Passed</div> <div>Jinson J.</div> <div>6/8/2025 11:59 PM</div> <div>Assigned To</div> <div>Jinson J.</div> <div>Version</div> <div>Wuthering Waves Version 2.3</div> <div>Elapsed</div> <div>21sec</div>	Successfully Items rearranged properly based on selected category.
<div>Untested</div> <div>Jinson J.</div> <div>6/8/2025 6:59 PM</div> <div>Assigned To</div> <div>Jinson J.</div>	<i>This test was marked as 'Untested'.</i>

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.

T17: Open the World Map

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is not in combat or a restricted zone.

Steps

Tap/click on the minimap or “Map” icon in the game UI.

Expected Result

The full world map opens with visible unlocked regions, markers, and fast travel points.

Results

Passed Jinson J. 6/9/2025 12:01 AM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 19sec	Successfully The full world map opens with visible unlocked regions, markers, and fast travel points.
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

T18: Use Fast Travel Feature

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type		
None	None		

Preconditions

At least one fast travel point is already unlocked.

Steps

Open the world map.

Tap on an unlocked fast travel point.

Confirm fast travel action.

Expected Result

Player is instantly moved to the selected location, and the map UI closes.

Results

Passed Jinson J. 6/9/2025 12:02 AM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 34sec	Successfully Player is instantly moved to the selected location, and the map UI closes.
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

T19: Check Location Markers and Legends

Status	Type	Priority	Estimate
Passed	Usability	Low	None
References	Automation Type		
None	None		

Preconditions

Multiple regions/activities are available on the map.

Steps

Open the world map.

View and hover/click over various icons and markers.

Expected Result

Each icon/marker should display relevant tooltip/info (e.g., boss icon shows level, chest icon shows status).

Results

<div>Passed</div> <div>Jinson J.</div> <div>6/9/2025 12:05 AM</div> <div>Assigned To</div> <div>Jinson J.</div> <div>Version</div> <div>Wuthering Waves Version 2.3</div> <div>Elapsed</div> <div>16sec</div>	Successfully all the marks and icons were shown
<div>Untested</div> <div>Jinson J.</div> <div>6/8/2025 6:59 PM</div> <div>Assigned To</div> <div>Jinson J.</div>	<i>This test was marked as 'Untested'.</i>

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.

T20: View Available Daily Missions

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player is logged in and not in combat.

Steps

Open the main menu or quest tab.

Navigate to “Daily Missions” section.

Expected Result

List of daily missions is displayed with clear objectives, rewards, and progress bars (if applicable).

Results

<p>Passed</p> <p>Jinson J. 6/9/2025 12:06 AM</p> <p>Assigned To Jinson J.</p> <p>Version Wuthering Waves Version 2.3</p> <p>Elapsed 34sec</p>	<p>Successfully List of daily missions is displayed with clear objectives, rewards, and progress bars (if applicable).</p>
<p>Untested</p> <p>Jinson J. 6/8/2025 6:59 PM</p> <p>Assigned To Jinson J.</p>	<p><i>This test was marked as 'Untested'.</i></p>

T21: Track Quest Progress

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

At least one daily mission is active.

Steps

Start playing the mission or completing its objectives.

Open the mission list intermittently.

Expected Result

The mission list updates progress in real-time or after completion of key objectives.

Results

Passed Jinson J. 6/9/2025 8:27 AM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 27sec	Successfully he mission list updated progress in real-time or after completion of key objectives.
Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>

T22: Claim Daily Mission Rewards

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

At least one daily mission is completed.

Steps

Navigate to completed daily mission.

Tap on “Claim Reward.”

Expected Result

Player receives the corresponding reward and the mission is marked as completed.

Results

Passed	All the rewards abled to claim smoothly
--------	---

Jinson J. 6/9/2025 8:29 AM	
Assigned To Jinson J.	
Version Wuthering Waves Version 2.3	
Elapsed 19sec	

Untested	<i>This test was marked as 'Untested'.</i>
Jinson J. 6/8/2025 6:59 PM	
Assigned To Jinson J.	

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.

T23: Access Co-op Mode

Status	Type	Priority	Estimate
Passed	Functional	High	None
References	Automation Type		
None	None		

Preconditions

Player has unlocked Co-op Mode (based on in-game level/progress).

Steps

Open the game.

Navigate to the Multiplayer or Co-op tab.

Expected Result

Co-op screen loads successfully with UI to create/join a session or send invites.

Results

Passed	Successfully Co-op screen loads with UI to create/join a session or
--------	---

Jinson J. 6/9/2025 8:37 AM Assigned To Jinson J. Version Wuthering Waves Version 2.3 Elapsed 21sec	send invites.
---	---------------

Untested Jinson J. 6/8/2025 6:59 PM Assigned To Jinson J.	<i>This test was marked as 'Untested'.</i>
---	--

T24: Send Invite to Friend

Status	Type	Priority	Estimate
Passed	Functional	Medium	None
References	Automation Type		
None	None		

Preconditions

Both players are online and added as friends in-game.

Steps

Tap on “Invite Friend.”

Select a friend from the list.

Wait for the response.

Expected Result

Friend receives an invite. Upon accepting, both players appear in the same Co-op session.

Results

Passed Jinson J. 6/9/2025 8:38 AM	Successfully friend receives an invite. Upon accepting, both players appear in the same Co-op session.
---	--

Assigned To Jinson J.	
Version Wuthering Waves Version 2.3	
Elapsed 34sec	

Untested	<i>This test was marked as 'Untested'.</i>
Jinson J.	
6/8/2025 6:59 PM	
Assigned To Jinson J.	