






2048 Program Exploratory Testing

Test Tour	Tourist District
Object to be tested / Rough Guidance	Testing available features of the game <ul style="list-style-type: none"> - TOGOF (multiple instances) - Supermodel tour : test the UI
JIRA Issue (Link or Text)	N/A
Test Duration (Execution)	45 Minutes
Tester	Patrick Doody
Further Testing Opportunities?	

Protocol

Nr	What done?	Status	Comment
1	<p>Supermodel Tour :</p> <p>Validating the UI</p> <ul style="list-style-type: none"> - Few UI inputs available - New Game button creates a new game with 2 random tiles and resets the Score - Link to official version works as expected, though does not open a new tab <ul style="list-style-type: none"> - If player gets a Game Over then clicks on this link but immediately returns back to the previous page, a New Game is presented, not the previous Game Over screen - Link to developer's website (http://gabrielecirulli.com/) opens new window, but receive an error message (522 response) and no page is loaded 	  	<p>No bugs or errors identified.</p> <p>Suggestions are that the link to the owners repo be adjusted or the owner's origin be brought up (appears to have been down).</p> <p>Additionally, the UI could use additional instructions.</p> <p>Current instructions only mention arrow keys, and there is no mention of</p>

	<ul style="list-style-type: none"> - Link to alternative 1024 game in the iTunes store works as expected; opens in new tab - Link to Threes game works as expected; opens new tab - When the Game Over, Try Again screen is present, all links at the bottom of the page work as expected - Reset input (R on keyboard) resets the game when the Game Over, Try Again screen is visible 		resetting the game with R. Additionally, there is no mention of using WASD or Vim inputs.
2	<p>TOGOF Tour :</p> <p>Testing multiple instances</p> <ul style="list-style-type: none"> - Same browser testing : <ul style="list-style-type: none"> - Tester opened 10 instances of game in Chrome - All 10 tabs had the same initial two random tiles - After moving tiles, next additional random tile was different between the separate versions of the game - Score maintained independence between instances of the game - Resetting game in one window had no effect on gameplay of alternate instance of game - Shutting down the browser and re-opening the browser showed the previously played game in its last state. - Multiple browser testing : <ul style="list-style-type: none"> - Tester opened 10 instances of game in Firefox in addition to 10 instances previously opened in Chrome - All 10 tabs had the same initial two random tiles, though the random tiles were different than that seen in Chrome - Best Score value was reset to 0 in Firefox; Chrome values had tester achieved high score presented - Tester made inputs in one tab, then switched to an alternate tab. The Best score updated after initial input on this 2nd tab to an accurate value - New Best score achieved in a 3rd tab was reflected in original Best score achieving tab upon next input in original Best score tab - Reaching a Game Over : Try Again on one tab had no impact on a second tab 	  	<p>No bugs or errors to note here.</p> <p>The game is very much browser based, so switching browsers and having no Best score maintained between browsers should not be considered an error.</p>

	<ul style="list-style-type: none">- No impact to performance despite the game being opened in 10 tabs in one browser and 10 tabs in another		
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