



# Quality Assurance Report

## Executive Summary

Objectives	<ol style="list-style-type: none"><li>1. Verify game functionality</li><li>2. Ensure performance stability</li><li>3. Check usability</li><li>4. Check for security vulnerabilities</li><li>5. Provide recommendations for improvement</li></ol>
Key Findings	<ul style="list-style-type: none"><li>- Most functionalities and integration tests have passed successfully, but the unit test for the 'Mining Button' and the system-level security and stress tests are still incomplete.</li><li>- Based on the current test results, the core functionalities of the game appear to be stable, but further assessment of the system's overall security and performance under high load is needed.</li></ul>

## Test Results

Total Cases	16
Passed	13
Failed	0
Pending	3

## Test Results Tracker

### Unit Testing

Test ID	Description	Status
T001	Move to store Button	Pass

Test ID	Description	Status
T002	Move to auction Button	Pass
T003	Show Status window Button	Pass
T004	Mining Button	Pending
T005	Move to village Button	Pass
T006	Move to Dungeon Button	Pass
T007	ID request to server	Pass
T008	Item request to server	Pass
T009	stat request to server	Pass

## Integration Testing

Test ID	Description	Status
T101	Move to Store → Back to village	Pass
T102	Move to auction → Back to village	Pass
T103	Move to Dungeon → Back to village	Pass
T104	Show Status window → Close the window	Pass
T105	Move to village Button → village Nothing happen	Pass

## System Testing

Test ID	Description	Status
T201	Security testing	Pending
T202	Stress testing	Pending