

QUALITY ASSURANCE CASE STUDY

Fishing System Update – Toontown Rewritten

Role: Manual QA Tester

Test Types: Functional, Regression, UI, Exploratory

1. TEST PLAN

Objective:

Evaluate the functionality, stability, and user experience of the Fishing System update, focusing on casting mechanics, fish catch behavior, spawn rates, reward calculations, UI responsiveness, and animation timing. Scope:

In Scope:

- Dock interaction
- Casting and reeling behavior
- Fish species spawn distribution
- Jellybean reward validation
- Fishing UI prompts and timing
- Catalog updates
- Animation responsiveness

Out of Scope:

- Toon battles
- Gardening and estate systems
- Doodles
- Multiplayer fishing behaviors

Test Types Conducted:

- Functional testing
- Regression testing
- UI validation
- Exploratory testing

Tools & Environment:

- Client Build v3.1.92
- macOS Ventura and Windows 11 environments

Risks & Assumptions:

- Observations are based on client behavior only.
- Reward tiers validated using available design specifications.

2. TEST CASES

TC-FISH-001 – Verify Fishing Mode Initiates Correctly

Preconditions: Toon at TTC dock.

Steps:

1. Approach dock.
2. Press Interact.
Expected Result: Fishing UI loads immediately.
Actual Result: 0.3-second delay observed.
Status: Fail

TC-FISH-002 – Verify Casting Animation Plays Smoothly

Preconditions: Fishing mode active.
Steps:
1. Press Cast.
2. Observe animation.
Expected Result: Smooth casting animation.
Actual Result: Minor stutter.
Status: Pass with Notes

TC-FISH-003 – Validate Basic Catch Rate

Steps:
1. Attempt 10 catches.
2. Record results.
Expected: 50–70% catch rate.
Actual: 7/10 catches.
Status: Pass

TC-FISH-004 – Validate Rare Species Spawn Rate

Steps:
1. Perform 20 catches.
Expected: 10–20% rare spawns.
Actual: 0 rare spawns.
Status: Fail

TC-FISH-005 – Validate Jellybean Rewards for Rare Tier

Steps:
1. Catch rare-tier fish.
2. Compare reward values.
Expected: 20–30 jellybeans.
Actual: 8 jellybeans.
Status: Fail

TC-FISH-006 – Verify Reel-In Prompt Timing

Steps:
1. Cast bob.
2. Wait for hook event.
Expected: Immediate prompt.
Actual: Intermittent 1-second delay.
Status: Pass with Issues

TC-FISH-007 – Verify Exit From Fishing Mode

Steps:

1. Press Exit.

Expected: UI closes properly.

Actual: Works correctly.

Status: Pass

TC-FISH-008 – Validate Catalog Update Timing

Steps:

1. Catch new species.

2. Check catalog.

Expected: Instant update.

Actual: 3–5 second delay.

Status: Pass with Notes

TC-FISH-009 – Validate Fishing UI Text Readability

Steps:

1. Inspect UI elements.

Expected: Clear, readable text.

Actual: All text rendered correctly.

Status: Pass

TC-FISH-010 – Validate Error Handling Without Rod Equipped

Steps:

1. Attempt to fish without rod.

Expected: Proper error message.

Actual: Correct message appears.

Status: Pass

3. BUG REPORTS

BUG-101 – Fishing UI Delay on Activation

Severity: Medium

Priority: Medium

Steps:

1. Approach dock.

2. Press Interact.

Expected: Immediate UI.

Actual: 0.3-second delay.

Impact: Reduces responsiveness.

BUG-109 – Rare Fish Species Do Not Spawn

Severity: High

Priority: High

Steps:

1. Perform 20 catches.

Expected: Some rare spawns.

Actual: None detected.

Impact: Progression balance issue.

BUG-115 – Incorrect Reward for Rare Tier

Severity: High

Priority: High

Steps:

1. Catch rare fish.

Expected: 20–30 jellybeans.

Actual: 8 jellybeans.

Impact: Breaks reward economy.

BUG-122 – Reel-In Prompt Delayed

Severity: Medium

Priority: Low

Steps:

1. Cast bob.

2. Wait for hook.

Expected: Immediate prompt.

Actual: Intermittent delay.

Impact: Minor UX issue.

BUG-130 – Catalog Update Delay

Severity: Low

Priority: Low

Steps:

1. Catch new species.

2. Open catalog.

Expected: Instant update.

Actual: Multi-second delay.

Impact: Cosmetic issue.

4. TEST EXECUTION SUMMARY

Total Test Cases Executed: 10

Passed: 4

Passed with Notes/Issues: 3

Failed: 3

Key Findings:

- Rare species do not spawn within expected probability range.
- Reward values for rare-tier catches are incorrect.
- UI and animation timing inconsistencies appear across multiple interactions.
- Core fishing loop functional but requires refinement.

5. ANALYSIS

Functional Stability: Moderate

User Experience: Mixed responsiveness

Progression Integrity: Compromised due to reward and rarity issues

Release Readiness: Not ready for release; critical fixes required

6. RETROSPECTIVE

This test cycle revealed timing-related inconsistencies and issues affecting progression systems. Evaluating probabilistic systems required extended sampling, while reward discrepancies emphasized the importance of cross-referencing design specifications. Both structured and exploratory testing contributed to identifying systemic patterns that require further investigation.

7. RETEST RECOMMENDATIONS

- Revalidate rarity spawn logic across 40+ attempts
- Confirm reward values for all species tiers
- Measure animation and UI timing across platforms
- Perform full regression testing of fishing-related systems
- Verify catalog updates consistently and without delay