XRAY

Project Name: Squad Busters Game Test

Issue: SBGT-36

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🔒 CONFIDENTIAL

TEST EXECUTION

Android Manual Execution – Core Features (Squad Busters)

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1. Introduction

1.1. Document Overview

This Test Report provides a summary of a test execution. This document has been generated automatically from the test management platform.

1.2. Test Execution SBGT-36 Details

Description	This test execution covers manual testing of core features of the Squad Busters Android application using Jira and Xray.
	Tests were executed for onboarding, gameplay entry, rewards, progression, and character management. Functional and negative scenarios were validated to assess application stability, UI behaviour, and overall gameplay flow.
Begin Date	
End Date	
Revision	*None*
Test Environments	
Test Plan	SBGT-7 - Squad Busters Game Testing Plan

1.3. Overall Execution Status

Of the 20 Test Runs contained on SBGT-36:

TO DO	0%
EXECUTING	0%
PASSED	100%
FAILED	0%
ABORTED	0%

1.4. Test Runs

Key	Summary	Test Type	#Req	#Def	Assignee	Status
SBGT-8	Verify OK button is disabled when age is not selected	Manual		0	Naveen	PASSED
SBGT-10	Verify user can proceed after selecting a valid age	Manual		0	Naveen	PASSED
SBGT-11	Verify age slider supports minimum and maximum values and allows proceeding	Manual		0	Naveen	PASSED
SBGT-12	Verify user cannot bypass age selection without choosing an age	Manual		0	Naveen	PASSED
SBGT-13	Verify tutorial launches on first play and progresses through guided steps	Manual		0	Naveen	PASSED
SBGT-15	Verify user lands on home lobby after completing tutorial	Manual		0	Naveen	PASSED
SBGT-16	Verify tutorial state remains stable after background and resume	Manual		0	Naveen	PASSED
SBGT-17	Verify Play option is visible and accessible on home lobby	Manual		0	Naveen	PASSED
SBGT-19	Verify user can start matchmaking when tapping Play	Manual		0	Naveen	PASSED
SBGT-20	Verify Game behaviour when network is lost during matchmaking	Manual		0	Naveen	PASSED
SBGT-21	Rewards screen is displayed after match completion	Manual		0	Naveen	PASSED
SBGT-22	User can collect rewards and rewards are applied correctly	Manual		0	Naveen	PASSED
SBGT-23	Rewards flow remains stable after app background and resume	Manual		0	Naveen	PASSED
SBGT-24	User gains progression (portal energy) after completing a match	Manual		0	Naveen	PASSED
SBGT-25	User level increases when required portal energy is reached	Manual		0	Naveen	PASSED
SBGT-26	Progression data remains consistent after app restart	Manual		0	Naveen	PASSED

SBGT-27	User can access character screen and view available characters	Manual		0	Naveen	PASSED
SBGT-28	User can obtain or unlock a character when conditions are met	Manual		0	Naveen	PASSED
SBGT-29	User can equip an unlocked character	Manual		0	Naveen	PASSED
SBGT-30	Reward indicators are shown when rewards or actions are available	Manual		0	Naveen	PASSED

Appendix A: Approval

The undersigned acknowledge they have reviewed the **Test Execution** and agree with the approach it presents. Changes to this **Test Execution** will be coordinated with and approved by the undersigned or their designated representatives.

Signature: *Date:* 22/12/2025

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Print Name: Naveen

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Title: Game QA Tester

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Role:

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