



Project Name: **Squad Busters  
Game Test**

Issue: [SBGT-7](#)

Prepared By: Naveen

 **CONFIDENTIAL**



# TEST PLAN

Squad Busters Game Testing Plan



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# 1. Introduction

## 1.1. Document Overview

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

## 1.2. Test Plan SBT-7 Details

|            |                                 |             |   |
|------------|---------------------------------|-------------|---|
| Begin Date |                                 | End Date    |   |
| Summary    | Squad Busters Game Testing Plan | Description | <b>1.2.1. To validate core gameplay and user flows of the Squad Busters Android mobile game through manual testing, ensuring stable onboarding, gameplay, rewards, and progression experience for players.</b><br><b>Device:</b> Vivo Y73<br><b>Platform:</b> Android<br><b>OS Version:</b> Android 13<br><b>Network:</b> Mobile data |

## 1.3. Overall Execution Status

Of the 20 Tests contained on SBT-7:

|           |      |
|-----------|------|
| TODO      | 0%   |
| EXECUTING | 0%   |
| PASS      | 100% |
| FAIL      | 0%   |
| ABORTED   | 0%   |





## 1.4. Tests Summary

| Key                     | Summary   | Issue Assignee | Requirements | Test Executions | Latest Status |
|-------------------------|---|----------------|--------------|-----------------|---------------|
| <a href="#">SBGT-16</a> | Verify tutorial state remains stable after background and resume            | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-15</a> | Verify user lands on home lobby after completing tutorial                   | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-13</a> | Verify tutorial launches on first play and progresses through guided steps  | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-12</a> | Verify user cannot bypass age selection without choosing an age             | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-11</a> | Verify age slider supports minimum and maximum values and allows proceeding | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-10</a> | Verify user can proceed after selecting a valid age                         | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-8</a>  | Verify OK button is disabled when age is not selected                       | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-20</a> | Verify Game behaviour when network is lost during matchmaking               | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-19</a> | Verify user can start matchmaking when tapping Play                         | Naveen         |              | SBGT-36         | PASSED        |
| <a href="#">SBGT-17</a> | Verify Play option is visible and accessible on home lobby                  | Naveen         |              | SBGT-36         | PASSED        |



|                         |   |        |  |         |               |
|-------------------------|---|--------|--|---------|---------------|
| <a href="#">SBGT-23</a> | Rewards flow remains stable after app background and resume       | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-22</a> | User can collect rewards and rewards are applied correctly        | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-21</a> | Rewards screen is displayed after match completion                | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-26</a> | Progression data remains consistent after app restart             | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-25</a> | User level increases when required portal energy is reached       | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-24</a> | User gains progression (portal energy) after completing a match   | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-30</a> | Reward indicators are shown when rewards or actions are available | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-29</a> | User can equip an unlocked character                              | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-28</a> | User can obtain or unlock a character when conditions are met     | Naveen |  | SBGT-36 | <b>PASSED</b> |
| <a href="#">SBGT-27</a> | User can access character screen and view available characters    | Naveen |  | SBGT-36 | <b>PASSED</b> |



## 1.5. Test Runs Summary

| Key                     | Summary   | Test Type | Requirements | Defects | Assignee | Test Executions   | Status        |
|-------------------------|---|-----------|--------------|---------|----------|---|---------------|
| <a href="#">SBGT-8</a>  | Verify OK button is disabled when age is not selected                       | Manual    |              | 0       | Naveen   | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-10</a> | Verify user can proceed after selecting a valid age                         | Manual    |              | 0       | Naveen   | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-11</a> | Verify age slider supports minimum and maximum values and allows proceeding | Manual    |              | 0       | Naveen   | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-12</a> | Verify user cannot bypass age selection without choosing an age             | Manual    |              | 0       | Naveen   | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-13</a> | Verify tutorial launches on first play and progresses through guided steps  | Manual    |              | 0       | Naveen   | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-15</a> | Verify user lands on home lobby after completing tutorial                   | Manual    |              | 0       | Naveen   | <a href="#">SBGT-36</a><br>Android Manual Execution – Core                          | <b>PASSED</b> |



|                         |  |        |  |   |        |   |               |
|-------------------------|--|--------|--|---|--------|---|---------------|
|                         |  |        |  |   |        | Features (Squad Busters)  |               |
| <a href="#">SBGT-16</a> | Verify tutorial state remains stable after background and resume | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-17</a> | Verify Play option is visible and accessible on home lobby       | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-19</a> | Verify user can start matchmaking when tapping Play              | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-20</a> | Verify Game behaviour when network is lost during matchmaking    | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-21</a> | Rewards screen is displayed after match completion               | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-22</a> | User can collect rewards and rewards are applied correctly       | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core                          | <b>PASSED</b> |





|                         |   |        |  |   |        |   |               |
|-------------------------|---|--------|--|---|--------|---|---------------|
|                         |   |        |  |   |        | Features (Squad Busters)  |               |
| <a href="#">SBGT-23</a> | Rewards flow remains stable after app background and resume     | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-24</a> | User gains progression (portal energy) after completing a match | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-25</a> | User level increases when required portal energy is reached     | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-26</a> | Progression data remains consistent after app restart           | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-27</a> | User can access character screen and view available characters  | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-28</a> | User can obtain or unlock a character when conditions are met   | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core                          | <b>PASSED</b> |



|                         |   |        |  |   |        |   |               |
|-------------------------|---|--------|--|---|--------|---|---------------|
|                         |   |        |  |   |        | Features (Squad Busters)  |               |
| <a href="#">SBGT-29</a> | User can equip an unlocked character                              | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |
| <a href="#">SBGT-30</a> | Reward indicators are shown when rewards or actions are available | Manual |  | 0 | Naveen | <a href="#">SBGT-36</a><br>Android Manual Execution – Core Features (Squad Busters) | <b>PASSED</b> |



1.6. Test Executions Summary

| Key                     | Summary  | #Tests | Assignee | Status   |
|-------------------------|--|--------|----------|--|
| <a href="#">SBGT-36</a> | Android Manual Execution – Core Features (Squad Busters) | 20     | Naveen   | TO DO: 0 %<br>EXECUTING: 0 %<br>PASSED: 100 %<br>FAILED: 0 %<br>ABORTED: 0 % |



## Appendix A: Approval

The undersigned acknowledge they have reviewed the **Test Plan** and agree with the approach it presents. Changes to this **Test Plan** 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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