End To End Testing for Mugdho Gaming App Testing



Testing Artifact

=	2350 (Total Test Case)	=
=	1 (Testing Project Management Tools)	=
=	5 (Bug Reporting Project)	=
=	5000 (Resource/Image/Audio/Animation Audit)	=
=	3 (Dedicated Person)	=
=	Weekly Review Reporting	=

Project Description

About ten percent of people suffer from some kind of challenge and disability. Through proper education and training, they can contribute significantly without being a burden to society.

In developed countries, the government is responsible for their education, training and rehabilitation. Our government has also taken many steps to improve the living standards of these individuals with disabilities.

So to allign with them Bangladesh Government also intends to develop some special mobile games for autistic children that will help bring them back into the mainstream.

Responsibilities

- Developed and executed test plans and test cases for new features and updates.
- Responsible for playing through the game to identify and report any defects or issues with the gameplay
- Once a defect is found, it's crucial to document it clearly and concisely, providing steps to reproduce the issue
- After developers address the bugs, testers must retest to ensure the fixes are effective and haven't introduced new issue
- Collaborated with the development team to prioritize bug fixes and feature requests.
- Often work closely with developers and other teams to provide feedback and suggestions to improve game quality
- Provide valuable feedback on gameplay, graphics, and other aspects of the game,
 contributing to the overall player experience
- Keeping abreast of industry trends and new technologies is important to understand how they might impact the game's development and testing

Testing Methodologies

- Functional Testing: Verified that all VPN functionalities met the specified requirements.
- Regression Testing: Ensured new updates did not adversely affect existing features.
- Performance Testing: Assessed the app's speed and stability across different network conditions.
- Security Testing: Conducted vulnerability assessments to safeguard user data.

Tools & Technologies

- Manual Testing Tools Frameworks: Excel
- Automation Frameworks: Appium
- Bug Tracking: Redmine
- Performance Tools: |Meter and Postman

Total 50+ Devices

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= Xiaomi = Samsung S22 = iPhone X = Mac M1 / M2 = Windows 11(3 devices) = More....
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Achievements

- A significant achievement for game testers is the number of bugs they've identified and reported, which can directly impact the game's quality. For instance, "Identified and reported 300+ bugs in pre-release game versions, leading to a 30% improvement in game stability" is a notable accomplishment..
- Automated 60% of the test cases, leading to a 50% reduction in manual testing hours.
- Work closely with development teams to resolve bugs. An achievement could be,
 "Coordinated with development teams to identify and resolve bugs in game code" or
 "Collaborated with game designers to develop and implement testing processes"
- Demonstrating the ability to test games on various platforms, such as console, PC, and mobile, is an important achievement that showcases versatility
- Implementing new testing processes or improving existing ones can be a significant achievement. For example, "Analyzed game logs to identify issues and suggest improvements" or "Developed and executed test plans and test cases" are valuable contributions to the testing process
- Gaining relevant educational qualifications, like a Bachelor of Science in Computer Science, can also be considered an achievement as it provides a strong foundation for a career in game testing.
- Length and quality of experience in the industry can be an achievement. For
 example, "Over 5 years of experience in the industry, skilled in creating detailed bug
 reports, understanding complicated game mechanics, and collaboration with the
 development team" is a testament to a tester's expertise and dedication

Client Feedback

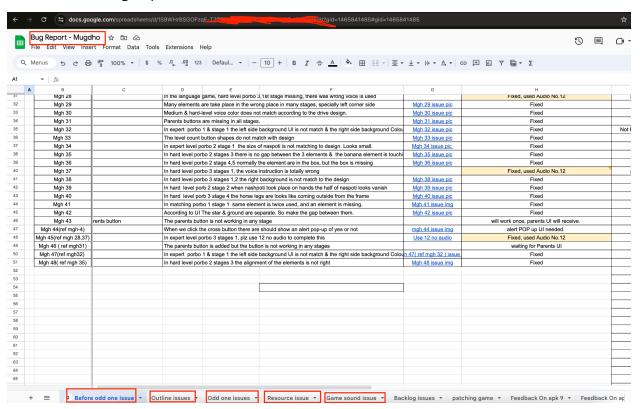
"The meticulous testing process you implemented for the Mugdo Game App was pivotal in optimizing our app's performance and security. Your dedication to quality has significantly elevated our user experience." - *Abu Saleh, CTO at Mugdho Project*

"The thorough testing approach you executed for the Mugdho gaming app was instrumental in enhancing our app's performance and security. Your unwavering commitment to excellence has profoundly improved our user experience." - Rezaul Bari, PM of Mugdho project.

"The comprehensive quality assurance strategy you deployed on the Mugdho game app played a key role in refining our app's functionality and safeguarding user data. Your attention to detail and commitment to excellence have significantly raised the bar for our gaming standards." - Maruf Hossain, Director of Business Development

Visual Documentation

Screenshot of Bug Report.



- Bug Screenshot's Link for Developer:
 - https://drive.google.com/file/d/1VhtBXnq-hiYZJszdoEzeFA_OB_J7gNim/view
 - https://drive.google.com/file/d/1zoXvjG1P_FuSNVwj4V3Fc6O38czKjC6S/view
 - https://drive.google.com/file/d/1tBtlm2l0oOhxrmZ7Ni2iO2Jh0rPIlIZ4/view
 - https://drive.google.com/file/d/1SZwFvMPIEm6Fhi-oqLv5iBj55wdhoKmp/view

- https://drive.google.com/file/d/1A -SMrFmgUyF08EpOsUgnXyVMZQkV5rL/vie
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- https://drive.google.com/file/d/1-8grElU4rK_j9JhosV0Mcal3EL5tJdnl/view
- Github Project Portfolio Repo
 - https://github.com/rumy4kolpolok/MuhdhoGamingAppforChildren-BugReport