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| **Ace Exam QA report - V13** | Test start date - Dec 24, 2024  Test end date - Jan 02, 2025 | Report prepared  Jan 05, 2025 |

# Test Summary

* The SRS lacks clarity on the impact of inactivation(e.g., batch & system-wide user inactivation), causing potential system behavior inconsistencies, such as improper deactivation at batch or system levels. There is no functionality to remove or inactivate a guardian for a specific student, though guardians can be inactivated at the system level. Due to these, user inactivation functionality was not tested properly.
* Several open issues were still waiting to be fixed in the payment module, leaving it untested.
* Notifications from the web panel were not tested due to unclear requirements (e.g., visibility of auto generated notifications for teachers and admins, notification flow for teacher panels, and design of notifications sent via the web).
* Students can be deactivated from a batch but not from the system, which conflicts with the SRS. This functionality requires further clarification and testing.
* Scheduling and exam mark upload do not work in the system. Consequently, notifications related to scheduling and exam result publishing were not tested.
* Automated notifications do not work properly, lacking consistency and stability across actions.
* The system is notably slow, taking significant time to load even with minimal data, which should not occur under normal conditions.
* Certain issues that were closed in previous cycles reappeared in subsequent cycles, indicating unresolved root causes.
* Data created by the super admin of 3rd eye is not visible when logging in with the third-eye admin, suggesting data isolation issues between users that need to be addressed.
* Payment, quiz, access control, and the mobile app functionalities were out of the scope of this test cycle.

# Bug Reports

Identified bugs are posted under affected version V13 in Jira and can be found in this link along with other unresolved issues -

### **Status of the reported bugs**

* A total of 128 issues were tested during this cycle.
* Currently, 85 issues, including a combination of previous and new ones, are pending retesting as developers worked on bug fixes alongside the testing process.