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Functional & Compatibility Testing of a Puzzle Based Game

Client Overview

- The client is an interactive entertainer and multiplatform licensing group delivering attractive online games for smartphones, tablets and other connected devices

Business Requirements

- The Game is a food-themed, puzzle matching, multiplayer mobile game
- The game was to be tested for compatibility on the latest mobiles for US market
- Provide consulting on the latest devices/OS versions in that would represent the usage of user base
- Test for functional stability and performance of the game for 50 users

Our Solutions

- Engaged in a 3-day pilot to understand the game and set stage for QA Process, Defect Management and Reports
- Provided Device consulting for over 50 devices considering latest mobiles in market, screen resolutions, chipset, processors and OS versions
- Created a Smoke Checklist and tested for functional stability (Game launch, Login, Player Vs Player functions and Game Crashes)
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- Performed Soak tests, and load tests for 50 users
- Verified basic network vulnerabilities

FUNCTIONALITY TEST CASES

DATE : x	BUILD : x		
	VERIFICATION POINTS	**RESULTS**	**BUG ID AND COMMENTS**
	INSTALLATION		
	LAUNCH		
	AVATAR		
	TUTORIAL		
	MAIN MENU		

DEVICE COMPATIBILITY

BUILD : x				
DEVICE DETAILS			RESULTS	BUG ID AND COMMENTS
CATEGORY	DEVICE	OS		
HIGH AND MID END				
Mobile	Apple iPhone Xs Max	iOS 12		
Mobile	Apple iPhone Xs	iOS 12		
Mobile	Apple iPhone Xr	iOS 12		
Mobile	Apple iPhone X	iOS 11, iOS 12		
Mobile	Apple iPhone 8	iOS 11, iOS 12		
Mobile	Apple iPhone 5C	iOS 7, iOS 8,iOS 9, iOS 10		
Mobile	Apple iPhone 6	iOS 8, iOS 9,iOS 10, iOS 11, iOS 12		
Tablet	Apple iPad Air 2	iOS 11, iOS 12		
Tablet	Apple iPad Mini	iOS 10		
Mobile	Motorola G Series	Android 5		
Mobile	Google Nexus 7	Android 4		
Tablet	Samsung Galaxy Tab	Android 4		
Tablet	Samsung Galaxy Tab A	Android 7		
Mobile	Samsung Galaxy S7	Android 7		
Mobile	Sony Xperia Z	Android 5		
Mobile	Google Pixel 2	Android 8		
Mobile	HTC One X	Android 4		
Mobile	Google Pixel 2	Android 8		

DEVICE COMPATIBILITY				
BUILD : x				
DEVICE DETAILS			**RESULTS**	**BUG ID AND COMMENTS**
CATEGORY	**DEVICE**	**OS**		
LOW END				
Mobile	Apple iPhone 5	iOS 8, iOS 10		
Mobile	Apple iPhone 6 Plus	iOS 8, iOS 10		
Mobile	Apple iPhone 6s	iOS 11, iOS 12		
Mobile	Samsung Galaxy Grand 2	Android 4		
Mobile	Samsung Galaxy Note II	Android 4		
Mobile	ASUS Zenfone 5	Android 4		
Mobile	LG Nexus 4	Android 4		
Mobile	HTC One	Android 4		
Tablet	LG Nexus 7	Andriod 4		
Tablet	ASUS Nexus 7	Android 4		
Tablet	Google Nexus 7	Andriod 4		
Tablet	Google Nexus 10	Andriod 4		
Tablet	Lenovo Tab2 A7	Android 4		

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Performance Testing

Build: 0.0.1

Device Versions	iOS		Android	
Results	Results	Bugs / Comments	Results	Bugs / Comments
Load Testing				
Verify performance with at least 50-100 devices playing PVP. Test all available worlds AND monitor for game stability and network lag. (Cross platform)				
Soak Testing				
Leave devices in various stages of game play for a few hours (3-6) and verify that game is stable afterwards Soak Checklist: 1. Main menu ….				
Network Testing				
1. 2G 2. 3G 3. Edge 4. Wi-Fi 5. Intermittent loss of data 6. No Internet				

Engagement

- 2 Senior Test Engineers, 4 Test Engineers, 1 Test Lead

Deliverables: Test plan, Smoke Checklist, Daily Reports, Scrum Notes, Bugs
Tools: Mantis - Bug Reporting

Business Impact

- Reported over 30 issues (56% being major and 44% major issues) during 3 day pilot

- Bugs reported as categories of recommendations on game play, design, functionality issues and compatibility

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