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Testing of game “Игры Разума” for social network (vk.com)

Enviroment:

OS: Windows 7 Maximum x64;

Browser: Google Chrome version: 45.0.2454.101 m.

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| Bug ID | MG1 |
| Summary | Game sounds always turned in game |
| Severity | Major |
| Step to reproduce (STR) | 1. Launch application; 2. Check application for Turn on/Turn off sounds button in game. |
| Actual result | Game doesn’t have possibility to turn off sounds. |
| Expected result | Game should have option to Turn on/Turn off game sounds. |

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| Bug ID | MG2 |
| Summary | Possibility open user profile in social network (VK) from game is absent |
| Severity | Major |
| STR | 1. Launch application; 2. Open “Рейтинг”; 3. Select any player; 4. Try open his profile in VK from this page. |
| Actual result | There is no possibility to open user profile in VK from game. |
| Expected result | Game should give user opportunity to open user profile in VK from game. User should have possibility to deny access for different users or groups of people to get access to user profile in VK (reason: all multiplayer games give user opportunity choose between communicate or not with other users). |

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| Bug ID | MG3 |
| Summary | There is no transfer to game screen from invite messages in VK if user on “Достижения” page |
| Severity | Major |
| STR | 1. Launch application; 2. Open “Достижения” screen; 3. Get invite to game from friend; 4. Select invite message in VK (see details in the screenshot from attachment). |
| Actual result | User doesn’t transfer to game screen and stay at current screen. |
| Expected result | User should transfer to game screen after selecting invite message in VK. |
| Attachment | invite.jpg |

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| Bug ID | MG4 |
| Summary | There is no possibility to share information in VK after getting new level, winning opponents or getting high results in game.. |
| Severity | Minor |
| STR | 1. Launch application; 2. Get new level in game; 3. Try share information from congratulation screen. |
| Actual result | User can share information only about getting achivements from “Достижения” page. |
| Expected result | User should have possibility to share information about different kinds of success in game. |

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| Bug ID | MG5 |
| Summary | Player score marked red color on Result screen after game finished with Draw result |
| Severity | Minor |
| STR | 1. Launch application; 2. Finish game with Draw result; 3. Look at Result screen. |
| Actual result | Player score marked red color if game finished with Lose result. Draw result marked red color aswell (see details in the screenshot from attachment). |
| Expected result | Player score should be marked neutral color (like grey) if result of game was Draw. |
| Attachment | 1515.jpg |

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| Bug ID | MG6 |
| Summary | Name of tip “50/50” have regular view in achievements for using “50/50” tip in game on “Достижения” page |
| Severity | Minor |
| STR | 1. Launch application; 2. Go to “Достижения” page; 3. Open achievement for using “50/50” tip in game. |
| Actual result | Name of tip “50/50” not markered. |
| Expected result | Name of tip should be marked by quotes or different style of font (for example: bold font). |
| Attachment | 5050.jpg |

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| Bug ID | MG7 |
| Summary | Name of tip “Изменить ответ” have regular view in achievements for using “Изменить ответ” tip in game on “Достижения” page |
| Severity | Minor |
| STR | 1. Launch application; 2. Go to “Достижения” page; 3. Open achievement for using “Изменить ответ” tip in game |
| Actual result | Name of tip “Изменить ответ” not markered. |
| Expected result | Name of tip should be marked by quotes or different style of font (for example: bold font). |
| Attachment | изменитьответ.jpg |

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| Bug ID | MG8 |
| Summary | Picture with incorrect number of rounds displays in “Игровой процесс”point menu in Help |
| Severity | Minor |
| STR | 1. Launch application; 2. Go to “Помощь!” page; 3. Open “Игровой процесс” point menu; 4. Look at picture. |
| Actual result | 6 rounds displays on picture (see details in the screenshot from attachment). |
| Expected result | Picture with 4 rounds should displays (like in game). |
| Attachment | help.jpg |

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| Bug ID | MG9 |
| Summary | Excess link displays on “Share information” form and reposted record |
| Severity | Minor |
| STR | 1. Launch application; 2. Get any achivement from “Достижения” page; 3. Look at “Share information” form; 4. Repost information; 5. Look at reposted record. |
| Actual result | Excess link displays on “Share information” form and reposted note (see details in the “1” screenshot from attachment). |
| Expected result | Only one link should displays on “Share information” form and reposted record (see example in “2” screenshot from attachment). |
| Attachment | 1.link.jpg  2.link2.jpg |

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| Bug ID | MG10 |
| Summary | Text of answer in game doesn’t fit in button if contain 3 or more lines |
| Severity | Minor |
| STR | 1. Launch application; 2. Start new game; 3. Get question with 3 or more lines answer button; 4. Look at button from step 3. |
| Actual result | Text of answer doesn’t fit in button (see details in the screenshot from attachment). |
| Expected result | Text should be scaled to the size of button. |
| Attachment | longanswer.jpg |

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| Bug ID | MG11 |
| Summary | Settings apply without pressing confirmation button |
| Severity | Minor |
| STR | 1. Launch application; 2. Open settings; 3. Switch status of checboxes; 4. Check result of action. |
| Actual result | Setting apply immediatly without necessity of press “Сохранить” button. |
| Expected result | Settings should apply after saving changes. |
| Attachment | игры с боку.jpg |

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| Bug ID | MG12 |
| Summary | Prizes dont show in user statistics if was received when user finish and close game |
| Severity | Minor |
| STR | 1. Launch application; 2. Start game when you second choose subject of question; 3. Finish answering earlier than your opponent; 4. Close game screen and wait until game session go to Game history; 5. Open game session from Game history; 6. Take prizes and look at number of cups and experince. |
| Actual result | Value of cups and experience don’t changes until player refresh page (see details in the screenshot from attachment). |
| Expected result | Value of cups and experience should be changed automaticly after finishing game sessions. |
| Attachment | кубок.jpg |

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| Bug ID | MG13 |
| Summary | Infelicity in text about achievements for answering questions from category on “Достижения” page |
| Severity | Trivial |
| STR | 1. Launch application; 2. Go to “Достижения” page; 3. Open achievement for answering question from category Science; 4. Read text. |
| Actual result | Phrase “...всегда будет меньше...”sounds not good in context (see details in the screenshot from attachment). |
| Expected result | Phrase “...навсегда будет уменьшено...” sounds better in that context. |
| Attachment | навсегда.jpg |

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| Bug ID | MG14 |
| Summary | Incorrect spelling in text about achievements for win games from category on “Достижения” page |
| Severity | Minor |
| STR | 1. Launch application; 2. Go to “Достижения” page; 3. Open achievement for win games from category in History 4. Read text. |
| Actual result | Word “со” using in context of win someone, not win with someone (see details in the screenshot from attachment). |
| Expected result | Word “над” should be used. |
| Attachment | над.jpg |

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| Bug ID | MG15 |
| Summary | Feedback of answer overlap text of question if it contains more than 4 lines |
| Severity | Minor |
| STR | 1. Launch application; 2. Start new game; 3. Get question which contains 4 or more lines 4. Select any answer; 5. Look at feedback. |
| Actual result | Feedback overlap text of question (see details in the screenshot from attachment). |
| Expected result | Case 1: Feedback should displays not over question text;  Case 2: As designed. |
| Attachment | неверно.jpg |

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| Bug ID | MG16 |
| Summary | Text of question doesn’t fit in question field, if contain more than 5 lines |
| Severity | Major |
| STR | 1. Launch application; 2. Start new game; 3. Get question which contains more than 5 lines of text; 4. Look question text. |
| Actual result | Question text displays under time counter bar (see details in the screenshot from attachment). |
| Expected result | Text in question field should scale to the size of that field. |
| Attachment | невлезло.jpg |

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| Bug ID | MG17 |
| Summary | Capital letter and question mark absent in question about Science |
| Severity | Major |
| STR | 1. Launch application; 2. Start new game; 3. Get question “Самый распространненый газ в атмосфере?” 4. Read text. |
| Actual result | Capital letter and question mark absent in question (see details in the screenshot from attachment). |
| Expected result | Text in question should starts with capital letter and ends with question mark (?). |
| Attachment | с.jpg |

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| Bug ID | MG17 |
| Summary | Mispelling in text of question about Science |
| Severity | Minor |
| STR | 1. Launch application; 2. Start new game; 3. Get question “Какой металл может расплавиться в Вашей руке?” 4. Read text. |
| Actual result | Word “расплавится” writed with mistake (see details in the screenshot from attachment). |
| Expected result | Word “расплавиться”should be writed with letter “ь” in according to “тся/ться” rule of russian language. |
| Attachment | ться.jpg |

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| Bug ID | MG18 |
| Summary | Mispelling in text of question about Science |
| Severity | Minor |
| STR | 1. Launch application; 2. Start new game; 3. Get question “Какая самая большая планета Солнечной системы?” 4. Read text. |
| Actual result | Word “Солнечнной” writed with mistake (see details in the screenshot from attachment). |
| Expected result | Word “Солнечной”should be writed with one letter “н” becouse word contain suffix “ечн”. |
| Attachment | чнной.jpg |

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| Bug ID | MG19 |
| Summary | User receives same questions sometimes |
| Severity | Critical |
| STR | 1. Launch application; 2. Play 10-30 games; |
| Actual result | User receives same questions sometimes. |
| Expected result | User should answer only on unical questions everytime. |
| Notes | I played something about 50 game sessions and get around 10 same questions during that time. |

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| Bug ID | MG20 |
| Summary | User achvievement not clickable if player try do this from achivement page another user |
| Severity | Trivial |
| STR | 1. Launch application; 2. Open “Рейтинг” page; 3. Select any user; 4. Try click to your portrait for openning your achivement page. |
| Actual result | Portrait not clickable when you on page another user achivements |
| Expected result | Transition to “Достижения” page should be able from user achivements page of another player. |

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| Bug ID | MG21 |
| Summary | Gestures of Like and Dislike located on different sides of buttons |
| Severity | Trivial |
| STR | 1. Launch application; 2. Star new game; 3. Answer any questtion; 4. Look at location of Like and Dislike on buttons. |
| Actual result | Gestures located on different on sides of buttons (see details in the screenshot from attachment). |
| Expected result | Case 1: Gestures of Like and Dislike should located before text on buttons.  Case 2: Gestures of Like and Dislike should located after text on buttons.  Case 3: As designed. |
| Attachment | пальцы.jpg |

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| Bug ID | MG22 |
| Summary | Animation of click absent for buttons “Вопрос нравится”, “Вопрос не нравится”, “Дальше” which displays after answering of question on game screen. |
| Severity | Trivial |
| STR | 1. Launch application; 2. Star new game; 3. Answer any questtion; 4. Click on “Вопрос нравится”, “Вопрос не нравится”, “Дальше” in turn. 5. Repeat steps 3-4 until all buttons were checked |
| Actual result | Animation of clicks for buttons for buttons “Вопрос нравится”, “Вопрос не нравится”, “Дальше”. |
| Expected result | Buttons should be play animation when player click on it like for other buttons in game. |

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| Bug ID | MG23 |
| Summary | Wrong name of rating section “по друзьям” in “Рейтинг” point in Help |
| Severity | Major |
| STR | 1. Launch application; 2. Open Help; 3. Select “Рейтинг” point; 4. Read name of rating sections. |
| Actual result | Name of section “по друзьям” doesn’t match with actual name of section in game (see details in the screenshot from attachment). |
| Expected result | Name of section “Друзья” should be the same in game and help. |
| Attachment | подрузьям.jpg |

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| Bug ID | MG24 |
| Summary | Mistakes in text of Help |
| Severity | Minor |
| STR | 1. Launch application; 2. Open Help; 3. Reveal text from all points of Help; 4. Check text.. |
| Actual result | Mistakes of Help (see details in the screenshot from attachment):   1. Letter “и” absent in word “игроками”; 2. Tautology in sentence; 3. Wrong order of words in sentence; 4. Dash is absent; 5. Yoda order of words in sentence; 6. Max number of points for 4 rounds are 21; 7. Participle figure allocated commas; 8. Participle figure allocated commas. |
| Expected result | Text in Help should be correct. |
| Attachment | ошибкивхелп.jpg |

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| Bug ID | MG25 |
| Summary | “Revenge” functionality is absent in game |
| Severity | Critical |
| STR | 1. Launch application; 2. Start new game; 3. Lose game; 4. Click button “Revenge” on Result screen. |
| Actual result | Alert with information that user disable option “Revenge” displays. Game doesn’t have possibility able or disable this option. |
| Expected result | “Revenge” option should be implemented in game with possibility able or disable it. |

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| Bug ID | MG26 |
| Summary | Arrow buttons on “Рейтинг” page are active and clickable when rating table contain only one page |
| Severity | Major |
| STR | 1. Launch application; 2. Go to “Рейтинг” page; 3. Click arrow button. |
| Actual result | Arrow buttons can be clicked if rating table contain only 1 page (see details in the screenshot from attachment). |
| Expected result | Arrow buttons should be disabled if no reason to click on it. |
| Attachment | buttons.jpg |