

Testing The Phuzzlings App

App Version: V0.9.x

Document Revision: B

Target Audience: Internal/Closed/Open Testers

Introduction

This document includes step-by-step instructions that describe how to test all the various features of the Phuzzlings app.

Terms Used

Main Controls

The four icons in the corners of the screen:

- The XP Control at the top-left of the screen. Tapping this brings up the Badges screen.
- The Coins Control at the top-right of the screen. Tapping this brings up the Gift Shop.
- The Bonus Control at the bottom-right of the screen. Tapping this brings up the Bonus screen.
- The Service Bell control at the bottom-left. Tapping this brings up a menu with options for Help, How To and Settings

Top Controls

Just the the XP Control and Coins Control

Phuzzle

A puzzle created from an image. These are created within the app, played as the mini-game, managed in the Library, and shared and imported.

Test Scripts

Script 1: New User Part 1 - Fresh Install

1. Delete the app if it is already installed
2. Install the app
3. Run the app

4. Verify the introduction shows and you can go backwards and forwards using the buttons and also by swiping
 5. On the last panel verify that the Terms and Privacy buttons open the correct web pages
 6. On the last panel verify that the third button says "Agree!"
 7. Tap on "Agree!"
 8. Verify the Lobby shows
 9. Tap on the service bell
 10. Tap on "How-To" and then "Show Intro Again"
 11. Verify the introduction shows and you can go backwards and forwards using the buttons and also by swiping
 12. On the last panel verify that the third button says "Okay!" (not "Agree!")
 13. Tap on "Okay!"
 14. Verify the Lobby shows
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Script 2: Walkthrough

1. Delete the app if it is already installed
 2. Install the app
 3. Run the app
 4. Verify the walkthrough messages are shown
 5. Verify the walkthrough button glowing works (light blue glowing)
 6. Verify following the walkthrough take the user through
 1. Quick Start
 2. Starting a Phuzzle
 3. Playing a Phuzzle
 4. Using the search feature
 5. Viewing the Level/Badges/Score screen
 6. Viewing the Multiplier screen
 7. Entering the Gift Shop
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Script 3: Quick Start

1. Tap on the Quick Start button in the lobby
2. Verify the device image gallery is shown
3. Verify using the device's cancel/return option takes the user back to the Lobby
4. Tap on the Quick Start button again

5. Choose an image from the device image gallery
6. Verify the user is taken to the Workshop
7. Tap on a difficulty to choose it
8. Tap on Paint by Numbers to start the mini-game
9. Verify the painting mini-game starts successfully

Script 4: New User Part 2 - Level 1 Completion

1. Tap on the XP Control
2. Note the requirements to complete level 1
3. Hint: completing other test plans "Create" "Search" "Play" will help meet these requirements.
4. Verify that as you meet each requirement the relevant confetti burst is shown
5. Hint: the shortest path to complete level 1 is this
 1. Watch 6 ads.
 2. Create a Phuzzle (see Create a Phuzzle below), play it on "Easy" (see Play a Phuzzle below), and use the "Solve Phuzzle" tool to complete it.
 3. Create two more Phuzzles and play them as above.
 4. Play three more phuzzles (see Play a Phuzzle below) the same way.
6. Verify that as you meet the last requirement relevant confetti burst is shown and then the Level 2 confetti burst is shown

Script 5: Plan Gift Shop

1. From the Lobby tap on the coin icon top left
2. Verify the Gift Shop Shows
3. Tap on the XP Control
4. Tap on "Ads Watched" and note the number of ads that have been watched
5. Verify the Main Controls work as expected
6. Tap on "Watch Ad"
7. Verify an ad or a test ad is shown
8. Verify coins are added to the Coin Control
9. Verify XP is added to the XP Control
10. Tap on "Ads Watched" and note the number of ads has increased

11. Tap on "Watch Ad" until the button is disabled (up to 8 watches total) and then "Next Ad" is shown with a timer counting down.
12. Come back to the Gift Shop after the timer has expired and verify that one more ad can be watched.

Script 6: Daily Multiplier

1. Note the current bonus shown by the Bonus Control (None, 20%, 40% etc)
2. From the Lobby tap on the Bonus Control
3. Verify that the Bonus Screen is shown
4. Verify there is a timer counting down.
5. Note the tasks left to complete to reach the daily bonus award
6. Verify that the bonus confetti is shown when the last task is completed
7. Verify the current bonus shown by the Bonus Control has increased (up to 100%)
8. Tap on the Bonus Control
9. Verify that the Bonus Screen is shown
10. Verify there is a "Refresh in" timer counting down

Script 7: Settings

1. Tap on the Service Bell
2. Tap on Settings. The Settings screen opens.
3. Verify that you can edit the player name
4. Verify that you can change the volume
5. Set the "Work-In-Progress Features" setting to "Enabled"
6. The "Initial Canvas" setting controls whether the starting canvas you see when you play a Phuzzle is completely white or has a faint watermark of the image. Verify changing the setting alters the canvas when you play a Phuzzle.
7. Tap on the screen orientation using the circular rotate button next to the exit button
8. Verify the screen orientation changes and the UI is correctly displayed in the new orientation
9. Close the app

10. Restart the app
11. Confirm the changed settings are honored (volume etc) and the Settings screen shows the saved settings.

Script 8: Create a Phuzzle

1. In the Lobby tap on "Create". The Art Room is shown.
2. Tap on "Camera".
3. Verify you see the "Picking an image" screen as the camera opens.
4. Verify the device's camera opens and you can take a picture.
5. Verify the image cropping screen is shown.
6. Tap on "Original".
7. Confirm the "New Phuzzle" screen is shown.
8. Tap on "Play".
9. Verify the Workshop is shown.
10. Tap on the different difficulty options and make sure they highlight
11. Tap on "Paint By Numbers".
12. Verify the mini-game starts
13. Complete or quit the game
14. In the Lobby tap on "Create". The Art Room is shown.
15. Tap on "Gallery".
16. Verify the device's image selection options are shown and you can pick a photo.
17. Verify the image cropping screen is shown.
18. Verify you can flip and rotate the image.
19. Tap on "Crop".
20. Confirm the "New Phuzzle" screen is shown.
21. Confirm the image shown is correctly cropped and rotated.
22. Tap on "Play".
23. Verify the Workshop is shown.
24. Tap on "Paint By Numbers".
25. Verify the mini-game starts
26. Verify the image in the mini-game is correctly cropped and rotated.
27. Complete or quit the game.
28. Repeat from step 13 but choose "File" and verify the device's file picker is shown.

Script 9: Play a Phuzzle 1 - Starting

1. Either
 1. Create a Phuzzle (see Create a Phuzzle) and chose to play it.
 2. Search for an image (see Search) and chose to play it.
 3. Tap on an image in your Library in the Lobby
2. Verify the Workshop opens.
3. Verify the Main Controls are shown and work as expected
4. Verify you can exit the Workshop back to the Lobby
5. Enter the Workshop again
6. Verify you can select a different difficulty
7. Tap on "Paint by Numbers"
8. Verify that the progress bar is shown as the Phuzzle is initialized
9. Verify that the progress bar is animated
10. Verify that the progress bar completed in an acceptable time period (15-60 seconds depending on the device)
11. Verify that the mini-game is shown
12. Verify the clock is ticking.
13. Tap on the XP Control
14. Verify the Score screen is shown. Wait a few seconds.
15. Close the Score screen and verify the game is paused.
16. Tap on "Resume" and verify the clock had paused while the Score screen was open.
17. Tap on the Coins Control.
18. Verify the Gift Shop screen is shown. Wait a few seconds.
19. Close the Gift Shop screen and verify the game is paused.
20. Tap on "Resume" and verify the clock had paused while the Gift Shop screen was open.
21. Tap on the Pause button (bottom left).
22. Verify the pause screen is shown.
23. Tap on "Resume" and verify the clock had paused while the pause screen was open.
24. Tap on the help button (bottom right).
25. Verify the help screen is shown.
26. Disabled for now [Tap on the screen orientation using the circular rotate button next to the exit button]
27. Disabled for now [Verify the screen orientation changes and the UI is correctly displayed in the new orientation]

28. Close the help screen and verify the clock had paused while the help was open
29. Enter the Workshop when the coin balance is very low (< 30).
30. Verify the "Paint by Numbers" option is disabled.

Script 10: Play a Phuzzle 2 - Playing

1. Start a Phuzzle mini-game (see Play a Phuzzle 1)
2. Verify there is at least one colored region on the canvas (typically brown)
3. Tap on them
4. Verify the progress bar on the right of the canvas advances
5. Verify when all the colors have been tapped on the progress bar resets and different colored regions appear.
6. Tap on the magnifying glass icon
7. Verify canvas is zoomed
8. Verify no coins were used
9. Verify you can drag the canvas with your finger
10. Verify you can tap on colored regions to complete them
11. Tap on the magnifying glass icon to reset the zoom
12. Verify the whole canvas is shown
13. Tap on the "Show Hi-Lites" tool (next to the magnifying glass)
14. Verify that coins are used
15. Verify the active regions on the canvas change color from their default -> pink -> green -> blue -> default.
16. Verify that coins are only used once and the cost is then "Free"
17. Tap on the "Palette" tool (the one with the grid of colors)
18. Verify that coins are used
19. Verify that tapping on different colors in the palette shows different regions on the canvas
20. Verify that the color selected matches the regions on the canvas. For example if you tap on a blue color in the palette and then tap on those regions on the canvas they become the same blue color.
21. Verify that tapping on the first icon in the palette changes the sort order of the colors. The sorting is "small-to-large", "large-to-small", "dark-to-light", "light-to-dark", "color hue"
22. Verify tapping on the "Palette" tool shows and hides the palette

23. Verify that coins are only used once and the cost is then "Free"
24. Tap on the "Solve Color" tool.
25. Verify that the current color is solved and the next set of regions are shown on the canvas.
26. Verify that coins are used every time
27. Verify that as you play the mini-game the coin balance goes down slowly (1 coin every 2 minutes)
28. Switch away from the app and switch back to it
29. Verify the pause screen is shown
30. Wait until the device goes into locked mode or turns off
31. Wake the device
32. Verify the pause screen is shown
33. Verify that if you stop interacting with the mini-game it will pause itself after 1 minute of inactivity.
34. Tap on "Solve Phuzzle" tool (the one with the gold cup and medals).
35. Verify that the Phuzzle solves itself.
36. Play a second Phuzzle
37. Verify that all of the tool options have been fully reset
38. Play a Phuzzle with a low coin balance
39. Verify that the tool options become disabled as the coin balance gets lower. You can use the "Solve Color" tool to spend coins 10 at a time to lower the balance gradually.

Script 11: Play a Phuzzle 3 - Ending

1. Start a Phuzzle mini-game (see Play a Phuzzle 1 and 2) and complete it.
2. Verify the Top Controls are shown
3. Verify the Pause, Tools, and Help buttons are not shown
4. Verify the clock has stopped
5. Verify there is a "Show Me" button
6. Tap on "Show Me"
7. Verify the paint by numbers canvas is replaced with the original image
8. Verify there are "Next" and "Export" buttons.
9. Tap on "Export"
10. Verify there are choices to remove the Phuzzlings logo
11. Tap on "Forget It"

12. Verify the previous screen is shown.
13. Tap on "Export"
14. Tap on "Just Export"
15. Verify the device's share feature is shown.
16. Chose a destination for the image
17. Tap on "Thank you"
18. Verify the previous screen is shown.
19. Verify that the image was exported and has the Phuzzlings logo in the bottom left corner
20. Tap on "Export"
21. Tap on "Use 50"Chose a destination for the image
22. Verify that the image was exported without the Phuzzlings logo in the bottom left corner
23. Tap on "Next"
24. Verify the Phuzzle end screen is shown with the Phuzzle details, social media links, and points.
25. Verify the "Export" buttons is there.
26. Note the number of points to be earned.
27. Tap on "Points x2"
28. Verify an ad is shown
29. Verify the number of points to be earned has double.
30. Tap on "Okay"
31. Verify the points are added to the XP control.

Script 12: Phuzzle Library

Make sure that you have some Phuzzle created before this test is done.

1. In the Lobby tap on "Library" or the edit icon next to it.
2. Verify the Library screen is shown.
3. Verify the number of Phuzzles and the library size is shown at the bottom of the screen.
4. Verify you can toggle the heart icon of Phuzzles
5. Verify that the "Sort by" option changes the sort order to put or not put the favorites first. The Phuzzles should be sorted with the most recently played ones first.
6. Long press on a Phuzzle
7. Verify the Phuzzle details box is shown

8. Verify that the Phuzzle details are correct (name, description, dates, times played, thumbnail)
9. Tap on "Delete"
10. Verify you are asked to confirm the deletion
11. Verify the Phuzzle is deleted if you confirm
12. Verify the Phuzzle is not deleted if you do not confirm
13. Long press on a Phuzzle
14. Tap on "Share"
15. Verify the device's share feature is shown
16. Chose where to share the Phuzzle
17. Verify that the share worked correctly outside of Phuzzlings
18. Create Phuzzles until the Library is full
19. Try to create a new Phuzzle
20. Verify you are given the option to buy more library space with coins.
21. Verify that buying more space works

Script 13: Phuzzle Customization

To test this make sure that "Work-In-Progress Features" in Settings is enabled. Use different combinations of the possible settings for a Phuzzle

1. Create a Phuzzle, pick an image and crop it (see Create a Phuzzle)
2. Verify that there is an "Edit" button on the "New Phuzzle" screen
3. Tap on "Edit"
4. Verify that the screen rotates to landscape if it was on portrait mode
5. Edit the name and description for the Phuzzle
6. Tap on the green "2" button
7. Provide a start message and a winning message (sometimes)
8. Verify that character limits are enforced
9. Tap on the green "3" button
10. Change the minimum difficulty level (sometimes)
11. Provide a time limit and a losing message (sometimes)
12. Play the Phuzzle and verify the settings chosen above are used
13. Verify the start message is shown (if set)
14. Verify the winning message is shown when the Phuzzle is completed (if set)
15. If you chose a time limit verify the Phuzzle has a timer that counts down from the correct number of minutes.
16. Verify if the countdown reaches 0 the losing message is shown (if set)

Script 14: Search

1. In the Lobby tap on "Search"
2. Verify the Search screen opens
3. Tap on the edit box and type in a search term
4. Tap on the green button next to the edit box (with the magnifying glass icon)
5. Verify that images are shown in the main panel
6. Verify that you can change page using the green forward and backward buttons
7. Tap on an image
8. Verify the image details box is shown
9. Tap on the social media links for the photographer and verify the correct web pages open
10. Close the image details box
11. Tap on a different image
12. Tap on "Play"
13. Verify that the image cropping screen is shown.
14. Tap on "Crop" or "Original" and verify the Workshop is shown.
15. Verify you can play the Phuzzle (see Play a Phuzzle).
16. Quit the app and restart it.
17. In the Lobby tap on "Search"
18. Verify the Search screen opens
19. Verify the last search term used is in the edit box

Script 15: Import

1. In the Lobby tap on "Library" or the edit icon next to it.
2. Verify the device's file picker is shown
3. Pick a Phuzzle file that you have shared to your files or someone has sent to you
4. Verify that the Phuzzle Library is shown
5. Verify that the Phuzzle file has been imported
6. Verify that you can play the Phuzzle

Script 16: Help

1. In the Lobby, Art Room, or Workshop tap on the Service Bell
2. Tap on "Help"

3. Verify the Help screen is shown
4. Verify the buttons launch the correct web page. Do not worry about the contents of those pages.

Script 17: How-To

1. In the Lobby, Art Room, or Workshop tap on the Service Bell
2. Tap on "How To"
3. Verify the How To screen is shown
4. Verify the buttons show in-game instructions. Do not worry about the correctness of those instructions.
5. Verify the "Show Intro Again" button shows the introduction again and on the last slide the button now says "Okay" instead of "Accept"

Script 18: Test Program

1. In the Lobby tap on the "Test" button.
2. Verify the Test Program button is shown
3. Verify you can change the tabs ("Info", "Feedback", "Logs")
4. Verify the contents of each tab are scrollable (depending on the device orientation).
5. Tap on the "Feedback" tab
6. Select some feedback options
7. Tap on "Send Feedback"
8. Verify the device's share feature is shown
9. Choose Gmail
10. Verify a populated email is shown with the "To" address, subject, feedback options that were chose and device information.
11. Send the email
12. Tap on the "Logs" tab
13. Verify that there is an ACTIVITY LOG section and sometimes a CRASH LOG section.
14. Verify that there are no email addresses or any personal information in the logs.
15. Tap on "Email Logs"
16. Verify the device's share feature is shown
17. Choose Gmail

18. Verify a populated email is shown with the "To" address, subject, and device information.
19. Verify there is a text file attachment.
20. Send the email

Script 19: Offline

1. Turn Wi-Fi and tethering off on the device
2. Verify that the app starts okay
3. Verify that the app does not crash when you try to search or watch ads
4. Verify that the app displays useful messages about the internet connection

Script 20: Memory

1. Create and/or play 20 Phuzzles
2. Verify the app does not crash
3. Create a Phuzzle using a large image (200-megapixel or least 16k x 12k)
4. Verify the app does not crash

Script 21: File Association

1. Close the Phuzzlings app
2. Double tap on a .phuzz file in an email or in a folder
3. Choose to open the file with Phuzzlings (if that choice is shown)
4. Verify that Phuzzlings is started
5. Verify that a message is shown about the file
6. Tap on "Save it"
7. Verify that a success message is shown. Either
 1. Tap on "Play it" and verify it plays successfully.
 2. Tap on "Later..." and verify it has been added to the Library