

Acceptance Checklist for **PROJECT A**

General information

Customer	<Project name>
Created by (Author)	
Preparation date	
Version	
Status	

Revision History

Version	Description	Author	Date	Approved by	
				Author	Date

Summary

1. First page of the checklist	4
2. Second page of the checklist	5
3. Third page of the checklist	6
4. Fourth page of the checklist	7

Section	Summary	Expected Outcome	Result
Installation & Launch	Verify that the game can be installed	The game can be found among the device apps selection	Passed
	Verify that the game icon is correct	The game icon matches with a design	Passed
	Verify that the game can be launched	The game opens when the app icon is tapped	Passed
	Ensure Company logo and sound effect is seen and heard	Company logo animation is played with sound during start	Passed
	Ensure the game splash screen is displayed	The splash screen team is shown and matches the design	Passed
Tutorial	Verify that the tutorial can be completed and does not contain any visual bugs	A tutorial can be completed and does not contain any issues (visual and functional)	Passed
	Verify that the tutorial prompts appear on the screen in the correct positions	The help prompts are shown properly and in the right position	Passed
	Ensure that end of tutorial rewards are awarded and the appropriate notification is shown	A player is awarded the rewards and they are added to the player balance	Passed
Main Menu	Verify Main Menu UI appearance and items	Main menu UI is displayed without any errors, bugs or typos	Passed
	Verify the "Profile" button in the main menu	The "Profile" button opens the Player profile	Passed
	Verify the "Player Rank" icon in the main menu	The player rank icon is visible	Failed
	Verify the "Daily Quests" button in the main menu	The "Daily Quests" button opens Daily quests menu	Passed
	Verify the "Store" button in the main menu	The "Store" button opens the Store menu	Passed
	Verify the "Home" button in the main menu	The "Home" button opens home screen	Passed
	Verify the "Social" button in main menu	The "Social" button opens the social sharing menu	Passed
	Verify the "Offers" button in main menu	The "Offers" button opens the offers pop-up	Passed
	Verify the "Chat" button in main menu	Chat is updated when typed into and spam filter prevents more than three messages to be sent in a row	Passed
Settings	Check settings functionality	Settings can be changed, changes are reflected in the game	Passed
	Test all the links within the "Settings" menu	All links open the correct site/program	Passed
	Check the background music	Background sound is played in the menu if enabled	Failed

Section	Summary	Expected Outcome	Result
Social Integration	Verify Facebook login via all supported methods	User can log in via Facebook	Passed
	Verify Facebook logout	User can log out from the Facebook account	Passed
	Verify Google Play integration (Android only)	User can log in via Google	Passed
Profile	Verify that you can check the profile for battle statistics	The profile is accessible and is visually correct	Passed
	Verify that player can change the name	The new name can be set within the given parameters	Failed
	Verify that the Inbox button in the Profile menu works	Inbox can be opened and possible inbox items are visible	Passed
In-App Purchases	Verify the In-App Purchase UI is displayed without issues	In-App purchases screen looks as intended by design	Passed
	Verify that all In-App Purchase transactions within the game can be completed	Selected items are received by the player. User is charged with the correct amount of currency	Passed
	Verify that game offers to buy more coins with gems if the player doesn't have enough coins	The game takes the player to the coins tab within the store	Passed
	Verify booster functionality	Activated booster gives extra rewards, lasts the correct amount of time and prevents the purchasing of additional boosters while one is still active	Passed
Daily Quests	Make sure daily quests have the right amount of quests available	There are X quests available and the quests can be scrolled through	Passed
	Make sure daily quests gain progress from the right activity	Quests gain progress from the activity shown in the quest description	Passed
	Make sure quest rewards can be collected	Quest rewards received are the same as described in the quest description	Passed
	Make sure Weekly Points bar functions properly	Progress is gained, the timer resets after hitting zero, info button works and rewards are gained when reached	Passed
Ads	Check ads functionality	User can watch an ad to receive an in-game reward	Passed
	Check the "Out of ads" functionality	A pop-up with info should be shown If no ads available at this moment	Passed

Section	Summary	Expected Outcome	Result
Team	Make sure the player can search for a team	Teams can be found	Passed
	Make sure the player can join a team	Teams can be joined	Passed
	Make sure the player can create a team	A team can be created	Passed
	Make sure the player can queue up with his/her team	A team can play together in a match, on the same side and continues to stay as a team after the match	Passed
	Make sure kicking players from the team works	The player can be removed from the team	Passed
Matches	Verify that the beginning of a match works as intended	User can start the match	Passed
	Verify the normal operation of basic gameplay	Gameplay matches the game design specification	Passed
	Verify the "Change hero" functionality	User can select and change heroes during gameplay	Passed
	Verify the "End of match" functionality	The match results screen is shown after it ends	Passed
	Verify that player obtains rewards from victories	The user receives coins after winning the match	Passed
	Verify the "Ranking" functionality	Winning a match gives progress in Placement matches and completing all Placement matches gives the player a ranking	Passed
Game Modes	Game mode: Deathmatch	Points are gained from kills and the side with the most kills wins the match	Passed
	Game mode: Domination	Points are gained from holding the capture point to a certain amount of points or until time runs out and the winner is the side with more points at the end	Passed
	Game mode: Capture the flag	Points are gained from taking the opponent's flag and returning it to the player's own base. The winner is the side with the most captures when time ends or one side gains enough points	Passed

Section	Summary	Expected Outcome	Result
Backward compatibility	Verify that game can be launched with the previous version	Game is launched without errors, pop-up with info about available update is displayed	Passed
	Verify battles (old version vs new version)	Battle runs normally (unless it's blocked by servers)	Passed
	Verify battles (old version vs old version)	Battle runs normally	Passed
	Verify that all heroes work on the previous version	Battle runs normally	Failed
OS	App installs and runs on Android x.x	The app can be installed and launched on the x.x version of Android	Passed
	App installs and runs on Android x.x	The app can be installed and launched on the x.x version of Android	Passed
	App installs and runs on Android x.x	The app can be installed and launched on the x.x version of Android	Passed
	App installs and runs on iOS x.x	The app can be installed and launched on the x.x version of iOS	Passed
	App installs and runs on iOS x.x	The app can be installed and launched on the x.x version of iOS	Passed
	App installs and runs on iOS x.x	The app can be installed and launched on the x.x version of iOS	Passed