GOOGLE PLAY · CLOSED TESTING · QA REPORT

Card game hub (Spades, Dominoes, UNO)

PREPARED FOR
Sample customer

TEST DATE
Jul 15, 2026

TESTING WINDOW
Jul 3, 2026 to Jul 17, 2026

REPORT STATUS
OPEN

Confidential. Prepared for the client named on this cover.

Report overview

CARD GAME HUB (SPADES, DOMINOES, UNO) · QA REPORT N° 8707

PREPARED FOR	Sample customer
PROJECT	Testing Project - Order #PTL-SAMPLE
APPLICATION	Card game hub (Spades, Dominoes, UNO)
REPORT N°	8707
REPORT TYPE	Bug
TEST DATE	Jul 15, 2026

TESTING WINDOW	Jul 3, 2026 to Jul 17, 2026
TESTERS	25
DEVICE	Samsung Galaxy S21 Ultra
ANDROID	15
STATUS	OPEN
PRIORITY	MEDIUM

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01 Test Environment

FIELD	VALUE
App name	Card game hub (Spades, Dominoes, UNO)
Android package	Removed to protect the customer's privacy
App version	1.0.0 (version code 1)
Device	Samsung Galaxy S21 Ultra (SM-G998U1)
Android version	15 (SDK 35)
Screen resolution	1080 × 2400

- Tested by: Our QA team

02 App Overview

The app brings Spades, Dominoes, and UNO together in a card-game hub that does not require an account. Each edition offers solo play against computer opponents, while the hub also provides rules lessons, game options, and a friend-invite feature.

03 Product Perspective

Bringing three familiar games into one compact selector makes it easy to move between different styles of play. Complete matches produce clear outcomes, the learning path gives new players a useful introduction, and users can start without registration or payment. The Android window, clipped house-rule choices, and mixed quiz feedback need attention so the experience feels as polished as the underlying games.

04 Test Coverage

- Opened the game selector and reviewed the Spades, Dominoes, UNO, and Craps cards.
- Completed a full 13-trick Spades hand and reviewed the final score.
- Played Dominoes in Block mode and UNO in Stack mode through their game-over screens.
- Used draw, skip, reverse, and draw-stack states during UNO play.
- Read the Spades rules, tried both a wrong and correct lesson answer, and continued to lesson 2.
- Reviewed the Info disclosures and opened the sharing sheet from “Invite a friend.”

05 Standard Checks

- The app's edition headers and game tables stay below the status area, with the phone's status icons easy to read against the dark background.
- Game content and footer links sit above the system navigation controls in portrait view.
- The Spades, Dominoes, and UNO introductions show correctly sized themed artwork, and “SKIP” responds in each opening sequence.

06 Critical / Core-Feature Issues

None.

07 Minor Issues

M-01 Wrong quiz answer receives contradictory feedback

Impact: A new player is told both that the answer is wrong and that it is exact, which makes the first rules lesson harder to trust.

Steps to Reproduce:

1. Open the app and choose “GAMES.”
2. Tap “LEARN.”
3. Open lesson 1, “Meet the game,” and scroll to “QUICK CHECK.”
4. For “Who is your teammate?”, choose “The player on your left.”

Expected: The lesson should reject the answer with one clear correction.

Actual: The red feedback says, “Not quite. Exactly. Partners always sit opposite each other.”

Screenshot: Removed from this public sample to protect the customer's privacy.

Verified: ✓

M-02 Portrait game header clips the house-rule control off-screen

Impact: Players cannot read or reliably reach the rule setting they may want to choose before playing.

Steps to Reproduce:

1. Open the app and choose “GAMES.”
2. Open the UNO edition while holding the phone in portrait orientation.
3. Look across the header after the “RUTHLESS” control.

Expected: The “STACK” house-rule control should fit in the header, wrap to another line, or be available through a clearly scrollable header.

Actual: Only a thin left edge of the next control appears at the far right, cutting off its “STACK” label. Swiping the header sideways does not move it, so the control cannot be brought fully into view.

Screenshot: Removed from this public sample to protect the customer's privacy.

Verified: ✓

M-03 Installed app opens inside a visible Chrome tab

Impact: Players see browser controls and the hosting domain instead of a focused app window, and the close button can take them out of the game.

Steps to Reproduce:

1. Open the installed app from a clean start.
2. Wait for the game selector to appear.
3. Look at the top of the screen.

Expected: The installed Android app should show the game hub in its own branded app window.

Actual: The hub opens in Chrome with a close button, the hosting web domain, a share button, and the browser menu above the game content.

Screenshot: Removed from this public sample to protect the customer's privacy.

Verified: ✓

08 Suggestions

S-01 Explain the game options before dealing

On each edition's setup screen, add a short panel that explains “Guided” and “Ruthless,” “Block” and “Draw,” and “Stack” before cards or tiles are dealt. This would help players choose the difficulty and house rules deliberately.

S-02 Label the active UNO color

On the UNO game table, write the current color beside the colored dot, for example, “Active: Green.” This would let players follow the active color without relying on color alone.

S-03 Make computer moves easier to follow

On the Dominoes and UNO game tables, keep a short last-move line or briefly highlight the computer opponent's latest tile or card. Since computer turns can move quickly, this cue would help players understand what changed and judge the opponent's move.

09 Summary

We set out to choose each edition, finish complete games, try the rule choices, and share an invite. Spades reached a scored 13-trick hand, Dominoes and UNO both reached game-over, the lesson continued after a correct answer, and the invite opened the sharing sheet. Nothing prevented full-game play, but the visible Chrome frame, clipped rule controls, and contradictory lesson message reduce clarity and polish. The three main games work through complete outcomes, but these Android and interface issues should be fixed before wider play.

10 About this report

This report was prepared by PrimeTestLab from testing performed on the device, build and testing window recorded in this document. Verdicts and severity ratings describe the behavior observed during that testing session.

If you have a question about any finding in this document, open the report in your PrimeTestLab dashboard and send a reply. Our team follows up on the same page.

This document was prepared for the client named on the cover. It may describe an unreleased build of your application, so please treat its contents as confidential.

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Report N° 8707
Generated Oct 15, 2026