PrimeTestLab

APP TESTING REPORT
N° 8705 · JUL 15, 2026

GOOGLE PLAY · CLOSED TESTING · QA REPORT

3v3 snowball action game (Traditional Chinese)

15	0	1
CHECKS RUN	ISSUES LOGGED	DEVICE COVERED

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

3V3 SNOWBALL ACTION GAME (TRADITIONAL CHINESE) · QA REPORT N° 8705

VERDICT AT A GLANCE — Computed from this report

15	14	0	0	1
CHECKS RUN	PASS	PARTIAL	FAIL	BLOCKED

14 of 15 checks passed. 1 was blocked. No issues were logged.

PREPARED FOR	Sample customer
PROJECT	Testing Project - Order #PTL-SAMPLE
APPLICATION	3v3 snowball action game (Traditional Chinese)
REPORT N°	8705
REPORT TYPE	Bug
TEST DATE	Jul 15, 2026

TESTING WINDOW	Jul 3, 2026 to Jul 17, 2026
TESTERS	25
DEVICE	ASUS ROG Phone
ANDROID	12
STATUS	OPEN
PRIORITY	MEDIUM

IN THIS REPORT

01 Test Environment
02 App Overview
03 Product Perspective
04 Test Coverage
05 Standard Checks
06 Critical / Core-Feature Issues
07 Minor Issues
08 Suggestions
09 Summary
10 About this report

01 Test Environment

FIELD	VALUE
App name	3v3 snowball action game (Traditional Chinese)
Android package	Removed to protect the customer's privacy
App version	0.81.2-closed.6 (version code 98)
Device	ASUS ROG Phone (ASUS_I003D)
Android version	12 (SDK 31)
Screen resolution	1080 × 2340

- Tested by: Our QA team

02 App Overview

The game is a landscape action game built around hook attacks and short 3v3 snowball fights. Players can enter as a guest from the cyan button on the right of the account screen, then pick AI or online battles, upgrade a snowman, change hook and skill loadout, and open a diamond store. Traditional Chinese labels sit on almost every screen.

03 Product Perspective

Guest entry is fast, and the winter arena art plus the hook-and-skill kit give the fights a clear identity. A full beginner AI round ran to a scored result, coins were granted, and the diamond shop plus guest exchange dialog were reachable without an account. Two gaps still get in the way of a confident session: turning the phone upright shrinks the whole game into a thin strip, and several separator marks in prices and scores show as empty boxes, so store packs and the round-end score are harder to read than they should be.

04 Test Coverage

PASS	**Guest entry** · Opened the account screen and continued with the cyan `遊客開始` button, then `繼續遊客模式`.
PASS	**Battle hub** · Reviewed the three mode cards, guest header, settings, currency totals, and all six bottom destinations (`雪人選擇` , `人物養成` , `技能抽卡` , `武器抽卡` , `備戰配置` , `鑽石儲值`).
PASS	**AI 3v3 setup** · Opened `AI 單機模式` , checked beginner difficulty, 3-minute timed rule, and the `開始 3 對 3 戰鬥` action. Duration already sat at the 3-minute lower bound.
PASS	**AI 3v3 match (smoothness)** · Finished a full timed round. The clock ran from the opening countdown through `剩餘 0:29` to `時間到` , scores kept changing, hook-upgrade cards appeared on schedule, and the result was 15-25. Motion did not freeze.
BLOCKED	**Photon 3v3 online match** · Opened `Photon 3v3 配對大廳` and the connecting state (`正在連線 Photon Cloud`). No other players joined, so a live online round was not completed.
PASS	**Character upgrades** · Opened `人物養成` with health, move speed, and regen steppers. Available points were 0/0, so plus taps could not raise a value. Level 2 upgrade asked for 1,000 coins while the wallet held 500.
PASS	**Equipment and skill loadout** · Opened `備戰配置` with the equipped hook, four skill slots, and the active/passive skill lists.
PASS	**Skill and hook gacha** · Opened `技能抽卡` and the `鉤子抽卡` tab. Coin draws sat above the current 500-coin balance and stayed dim. Diamond draws were inspected only; none were used.
PASS	**Snowman select** · Opened `雪人選擇` . `雪丸` is the free current look. The other five looks are locked at 5,000 coins.
PASS	**Store and transaction (look only)** · Opened `鑽石儲值中心` , reviewed real-money diamond packs and the 1 / 10 / 100 / `全部兌換` coin exchange. Tapping `1 鑽石` opened `確認兌換金幣` with 取消 / 確認兌換. No purchase was completed.
PASS	**Settings** · Opened `遊戲設定` (SFX, music, 60 FPS performance mode, 130% UI text) and closed with `完成並返回主畫面` .
PASS	**Round-end reward / ads** · After the AI round, the result panel showed `本局獎勵 +120 金幣` and `廣告 ×2（準備中）` . Tapping the x2 control did nothing. No banner overlapped the fight HUD.

05 Standard Checks

PASS	**Splash / loading art** · Clean launches and match loading showed the branded snowman arena, the game title, and a progress bar, with no stretched or placeholder frame.
PASS	**Status bar in landscape** · During the AI fight, the score, remaining time, and HP sat in the game HUD along the top edge and did not collide with system status icons.
PASS	**Bottom gesture safe area** · The movement hint on the left, the hook control on the right, and the six hub buttons all stayed above the gesture bar and could be tapped.

Issue - Portrait orientation: Turning the phone upright squeezes the landscape hub into a shallow strip with a large black area above and below. See M-01.

06 Critical / Core-Feature Issues

None.

07 Minor Issues

M-01 Portrait orientation leaves most of the display black

Impact: A player who turns the phone upright gets a tiny game strip that is hard to read or tap until the phone is turned sideways again.

Steps to Reproduce:

1. Open the game.
2. Tap the cyan `遊客開始` button on the right of the account screen, then tap `繼續遊客模式`.
3. On the battle hub, turn the phone to portrait.

Expected: The game should stay locked in landscape, or the hub should fill the portrait screen in a usable way.

Actual: The landscape hub is squashed into a shallow band across the middle of the phone, with a large black area filling the rest of the display.

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

Verified: ✓

M-02 System Back closes the game from the online match lobby

Impact: A player who only wants to leave the Photon lobby loses the whole session instead of returning to the battle hub.

Steps to Reproduce:

1. Open the game.
2. Tap the cyan `遊客開始` button, then `繼續遊客模式`.
3. On the battle hub, open the middle card `單人快速配對` (Photon 3v3).
4. When `Photon 3v3 配對大廳` is on screen, press the system Back button once.

Expected: One Back press should leave the lobby and return to the battle hub.

Actual: One Back press closes the game and returns to the phone home screen.

Screenshot: Not included - closing cannot be shown in a still image; confirmed by pressing system Back once in the lobby.

Verified: ✓

M-03 Price and score separators show as empty boxes

Impact: Store pack prices and the round-end score use empty boxes where a separator should be, so players have to guess the intended mark between US and NT prices, and between the two team scores.

Steps to Reproduce:

1. Open the game.
2. Tap the cyan `遊客開始` button, then `繼續遊客模式`.
3. Tap `鑽石儲值` on the bottom row.
4. Read a diamond pack price (for example the 150-diamond pack) and the gold note about Google Play / App Store.

Expected: A normal separator (a slash or middle dot) should sit between `US$1` and `NT$30`, and between `Google Play` and `App Store`.

Actual: Those spots show a small outlined box instead of a readable mark. The same kind of box appears between the two scores on the round-end result (`15` and `25`) and in the Photon lobby connecting line.

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

Verified: ✓

08 Suggestions

S-01 Show a first-round control guide before the countdown

On the first AI battle, briefly point out the left movement pad, the hook action, and the skill buttons before the timer starts. Small captions (`左側拖曳移動` and `鉤子普攻・拖曳瞄準`) sit at the bottom during the fight, but a new player is already in combat when they appear.

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

S-02 Confirm before leaving a guest session

Tapping the `遊客帳號` chip in the hub header returns straight to the account screen. Ask for confirmation first, and say whether coins, level, and the current loadout will be kept. Settings already notes that guest progress is kept when returning to login; the header chip should say the same.

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

S-03 Explain when the reward video is unavailable

On the round-end panel the left control reads `廣告 ×2（準備中）` and does not play a video. Replace that idle state with a short reason (loading, unavailable, or already used) and a retry action so players know whether the bonus can still be claimed.

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

S-04 Show the resulting wallet on the exchange confirmation

Tapping `1 鑽石` already opens `確認兌換金幣` with the amount (`使用 1 鑽石兌換 160 金幣？`) and a warning that coins cannot be changed back. Add the resulting diamond and coin balances on that dialog so the player can check the trade before tapping `確認兌換` .

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

09 Summary

Guest play let us walk into the snow arena, finish a three-minute AI 3v3, collect 120 coins, and open the diamond shop without creating an account. The fight itself stayed responsive, scores kept moving, and the hook-upgrade picks appeared on time. Portrait still wastes most of the screen, Back from the Photon lobby drops the whole game, and empty boxes sit where price and score separators should be. The battle loop is in good shape for closed testing, but those three problems should be cleaned up before a wider audience leans on store prices or online rooms.

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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QUALITY ASSURANCE · GOOGLE PLAY CLOSED TESTING

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