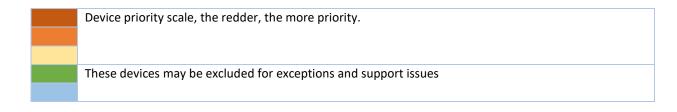# Testing rules for Android applications

The application will be approved for publication after passing the test

Testing is performed on the devices listed in the table below:

№		Model	Screen Resolution	Version OS
1		Samsung SM-A105F (M) Galaxy A10	720x1520	10
2		Samsung SM-J260M Galaxy J2 Core	540x960	8.1.0
3		Huawei Y3 2017	480x854	6
4		Huawei Y9 2019	1080x2340	9
5		Samsung SM-J500H Galaxy J5	720x1080	6.0.1
6		Samsung SM-A205G Galaxy A20	720x1560	10
7		Huawei P8 Lite 2017	1080x1920	7
8		Huawei nova 2i	1080x2160	8
9		Huawei Y5 2018	720x1440	8.1.0
10		Samsung SM-G950F Galaxy S8	1440x2960	9

	Device priority scale, the redder, the more priority.
	These devices may be excluded for exceptions and support issues

If the game requires a lot of Random Access Memory, is developed on the latest versions of the Unity engine, it is difficult to optimize it or fix all problems, for example, on Xiaomi MI 4. You can ask to remove this device from support.

Testing stages

The Android application testing process is divided into the following stages:

• Installation and launch
• Content
• Stability and performance
• Sound

Installation and launch

✓ The application has been successfully installed without errors, freezes and crashes
✓ The app is not blocked by Google Play Protect
✓ The application doesn't require permissions (to collect personal data)

- o android.permission.USE_CREDENTIALS
- o android.permission.ACCESS_FINE_LOCATION

- o android.permission.READ_CALENDAR
- o android.permission.READ_CONTACTS
- o android.permission.CAMERA
- o android.permission.READ_PHONE_STATE
- o android.permission.GET_ACCOUNTS
- ✓ The application started successfully without an active Internet connection, without freezes, errors and crashes every time you start
- ✓ At the first download, the application detected the device language. If the device language is not available, English should be loaded by default
- ✓ App icon and game names are displayed correctly in all supported languages
- ✓ App resolution matches device screen resolution
- ✓ Cheats (if any) are not activated
- ✓ There are no in-app purchases in the app
- ✓ The application does not have SNS (online notification system)
- ✓ There are no ads in the app
- ✓ There are no links to social networks and other promo links in the application
- ✓ There are no assets related to Google Play, Amazon or other app stores in the app. There are no pop-ups in the application offering to rate the application.
- ✓ Updating the game from Google Play or other stores is not allowed
- ✓ The application does not start on its own if it was closed or when the device is restarted
- ✓ Transition to action, checking gameplay before closing the app
- ✓ The application closes correctly in the app close menu
- ✓ The application is correctly removed from the device:
  - o The correct app name and app version are displayed
  - o Application icon is missing on the home screen

Content

- ✓ The following permissions are discouraged in the application, but will not affect the test result:
  - o android.permission.DISABLE_KEYGUARD
  - o android.permission.GET_TASKS
  - o android.permission.KILL_BACKGROUND_PROCESSES
  - o android.permission.PREVENT_POWER_KEY
  - o android.permission.READ_LOGS
  - o android.permission.REAL_GET_TASKS
- ✓ All features of the application must work correctly, the basic functionality and compliance with the description are checked
- ✓ All elements and functionality behave in accordance with the design of the application
- ✓ The game is passing:
  - o The text is clear and understandable, without offensive words.
  - o Graphics are crisp and clear with no breaks or overlaps
- ✓ Switching to all languages that are in the build. The game does not crash / freezes, the text is displayed clearly.
- ✓ Game save functions are working as expected - auto save, manual save, checkpoints, etc.
- ✓ Game loading functions are working as expected - "Load Game", "Continue Game", etc.

- ✓ The exit confirmation screen should be displayed when the user presses the return button to exit.
- ✓ Changing the system time on the device (forward or backward) should not affect the application in any way (for example, instant crop growth, skipping the machine blocking for time, etc.). *This issue is only reported if the game has IAP / Multiplayer.*

Stability and performance

- ✓ No crashes, freezing issues while playing.
- ✓ There are no major frame rate issues that can adversely affect gameplay.
- ✓ Several basic interruptions are performed (lock key, incoming call, incoming message, alarm clock, charger, USB cable), the game runs without problems.

Sound

- ✓ All expected sounds and music are played as expected without any distortion, interruption, background noise, etc.
- ✓ There is no sound in the game, if the Media Volume is set to 0 or No Sound. Users should be able to change the audio volume using the side keys.
- ✓ Sound options are working as expected. The volume can be changed either in the "Options" section or using the side keys of the device.