

Testing rules for Android applications (without ads)

The application will be approved for publication after passing the test

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

№	Platform	Device	Browser		
			Chrome	Internet (SM-J500H) BROWSER (Xiaomi Mi4)	Safari
			Ver 79.0	Ver 10.2 / Ver 11.4.2	iOS 11 or higher
1	Windows/Linux	PC	Test		
2	Android	Xiaomi MI 4	Test	Test	
3		Samsung SM-J500H Galaxy J5	Test	Test	
4	iOS 11 or higher	iPhone 6 / iOS 11			Test
5		iPhone 6 Plus / iOS 11			Test

**If the game requires a lot of Random Access Memory, 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 HTML5 application testing process is divided into the following stages:

- Content
- Stability and performance
- Sound

Content

- ✓ Interaction with the interface is accompanied by visual effects (for example, buttons have pressed states, the mute button is different from the unmute button)
- ✓ The name of the game is the same as the text on the tab
- ✓ After downloading the game, disconnecting from the Internet does not cause errors, freezes and application crashes
- ✓ The gameplay is correctly saved at all necessary stages
 - Game progress is achieved
 - Game closes and opens in a proper saved state

The exceptions are:

 - *Launching the game in private browser mode;*

- *Cookies are disabled or the user has refused to save them*
- *Restart the game in private browser mode*
- *The game starts after clearing the browser cache*
- ✓ Loading screens have a loading animation to show the user that the game is not frozen.
- ✓ Playing in the correct screen orientation does not have any problems:
 - Gameplay
 - Controls
 - Text display (in all localization languages)
 - Graphics
 - Sound and music
 - Cheat mode not activated
- ✓ The appearing address bar and browser bar do not overlap the main controls.
- ✓ In different browsers, the game does not differ significantly visually
- ✓ There are no problems when returning a user after interrupting the gameplay:
 - If the incoming call in the pop-up window does not pause the game, this is not an error
 - If the alarm in the pop-up window does not pause the game, this is not an error
 - If the player returns to the game without getting stuck due to lack of pause, this is acceptable.

Stability and performance

- ✓ No crashes, freezing issues while playing.
- ✓ No frame rate or lag issues that can adversely affect gameplay.
- ✓ The game does not excessively consume browser resources, does not cause it to freeze or crash