

How We Test an App (Manual)

This document explains how we test a mobile app. It follows the same process every time – whether we are testing a new feature, checking a bug fix, or doing a final check before release.

Step 1 – We receive the APK

The developer sends us a new APK. We install it on our test phones and open the app to make sure it starts without any problem.

Step 2 – We understand what to test

Before we start testing, we read through what has changed or what new feature has been added. If anything is unclear, we ask the developer.

Step 3 – We write our test cases

We write down the scenarios we are going to test. This includes:

- Normal actions a user would take (e.g. logging in, completing a quiz)
- Things that could go wrong (e.g. wrong password, empty form, no internet)
- Edge cases that might cause unexpected behaviour

Step 4 – We test the app

We go through our test cases and note what passes and what fails. We also explore the app freely – clicking around like a normal user would – to catch anything unexpected. We test on different phones and under different network conditions like WiFi, mobile data, and weak signals.

Step 5 – We report issues

When we find a problem, we write it up clearly and send it to the developer. Every issue report includes:

- What the problem is
- The exact steps to reproduce it
- What we expected to happen
- What actually happened
- The device and Android/iOS version we were using
- A screenshot or screen recording

Step 6 – We re-test after the fix

Once the developer fixes the issue, they send a new APK. We test the same steps again to confirm the fix worked. We also quickly check the features around it. If everything is fine, we mark the issue as resolved.

Step 7 – Final check before release

Before the app goes live, we run through all the main flows one more time. We make sure all reported issues are resolved. If everything looks good, we give the go-ahead. If something critical is still broken, we hold the release until it is fixed.

Step 8 – We retest on live

Once the app is live, we do a final round of testing on the live app. We go through the main flows one more time to make sure everything works correctly in the live environment. Once we are satisfied, we mark the test as done and inform the support team.

Types of Testing We Do

We use different types of testing throughout the process:

Functional Testing

We check that every feature works the way it is supposed to.

Regression Testing

After any change or fix, we re-check the surrounding features to make sure nothing else broke.

Negative Testing

We try wrong inputs and unexpected actions to see how the app handles them.

Exploratory Testing

We browse the app freely with no fixed script, just like a real user. This often catches issues that planned test cases miss.

UI Consistency Check

We check that the app looks and behaves consistently across different screens and devices.

In Short

This is our process every time we test an app:

1. Receive the APK and install it
2. Understand what needs to be tested
3. Write test cases
4. Test the app
5. Report any issues found
6. Re-test after fixes
7. Final check and sign-off for release
8. Re-test in production

