

Weekend Testing No.39 Chat Transcript

[6/19/2010 2:56:37 PM] *** Weekend Testing added Ajay Balamurugadas ***

[6/19/2010 2:56:47 PM] *** Weekend Testing added Artyom Silivonchik ***

[6/19/2010 2:56:58 PM] *** Weekend Testing added Monirul Islam ***

[6/19/2010 2:57:01 PM] *** Weekend Testing added Richard R ***

[6/19/2010 2:57:08 PM] *** Weekend Testing added Sajjadul Hakim ***

[6/19/2010 2:57:16 PM] *** Weekend Testing added Santhosh S Tuppad ***

[6/19/2010 2:57:53 PM] Weekend Testing: Hello Friends, Welcome to WeekendTesting session No. 39

[6/19/2010 2:58:15 PM] Santhosh S Tuppad: @Ajay, Thank you.

[6/19/2010 2:58:29 PM] Weekend Testing: I'm Ajay Balamurugadas, your facilitator for today's session.

[6/19/2010 2:58:40 PM] *** Weekend Testing added Jassi ***

[6/19/2010 2:59:15 PM] Weekend Testing: Please download the exe from this link:

[6/19/2010 2:59:16 PM] Weekend Testing: <http://www.games2download.com/free-puzzle-games/chuzzle-deluxe-download.htm>

[6/19/2010 2:59:31 PM] Jassi: Thanks Ajay :)

[6/19/2010 3:00:19 PM] Weekend Testing: Friends, please introduce yourself. :) I'm Ajay, based in Bangalore, officially testing s/w for close to four years.

[6/19/2010 3:00:41 PM] Monirul Islam: I am Monirul working as a software Quality Assurance Engineer at Jaxara in Bangladesh.

[6/19/2010 3:00:57 PM] Richard R: Richard Robinson, Wellington, New Zealand. 5yrs+ testing. Banking sector currently. Consultant.

[6/19/2010 3:01:04 PM] Sajjadul Hakim: Hey folks, Sajjadul Hakim here from Bangladesh

[6/19/2010 3:01:16 PM] Weekend Testing: Welcome Monirul, Richard, Sajjadul.

[6/19/2010 3:01:48 PM] Santhosh S Tuppad: Santhosh Tuppad, Tester based in Bangalore. More can be found at <http://tuppad.com/blog/>

[6/19/2010 3:01:58 PM] Weekend Testing: Today's session concentrates on Bug-hunting

[6/19/2010 3:02:00 PM] Jassi: Hi Everyone, This is Jaswinder from Mumbai,India,working as a Software Tester with Datamatics,Mumbai

[6/19/2010 3:02:28 PM] Sajjadul Hakim: oops ... its a ExE .. i'm on a mac

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[6/19/2010 3:02:39 PM] Santhosh S Tuppad: @Sajjadul, :)

[6/19/2010 3:02:53 PM] Santhosh S Tuppad: I hope at least the environment details should be provided before :)

[6/19/2010 3:02:59 PM] Sajjadul Hakim: firing up virtual box :)

[6/19/2010 3:03:06 PM] Weekend Testing: Cool

[6/19/2010 3:03:20 PM] Santhosh S Tuppad: @Sajjadul, cool

[6/19/2010 3:03:29 PM] Weekend Testing: Others, please download the exe from the link:

[6/19/2010 3:03:30 PM] Weekend Testing: <http://www.games2download.com/free-puzzle-games/chuzzle-deluxe-download.htm>

[6/19/2010 3:03:33 PM] Santhosh S Tuppad: @Ajay, Downloaded. Install it? While installing we need hunt for bugs?

[6/19/2010 3:03:49 PM] Weekend Testing: Yes, your tests can begin from installation itself.

[6/19/2010 3:03:53 PM] Jassi: Hi Ajay, Richard, Santhosh, Sajjadul, Monirul

[6/19/2010 3:04:07 PM] Santhosh S Tuppad: @Ajay, Thank you :)

[6/19/2010 3:04:18 PM] Richard R: Hi Jassi!

[6/19/2010 3:04:31 PM] Jassi: Hi Richard :)

[6/19/2010 3:05:39 PM] *** Weekend Testing added manjunathkp ***

[6/19/2010 3:06:56 PM] Weekend Testing: who's yet to download the exe?

[6/19/2010 3:07:56 PM] Jassi: me since it is a game i did not download, as i m in the office

[6/19/2010 3:08:40 PM] Weekend Testing: ok Jassi.

[6/19/2010 3:09:38 PM] Weekend Testing: Any questions, please feel free to ask.

[6/19/2010 3:10:13 PM | Edited 3:10:19 PM] Jassi: We still have to know the mission?

[6/19/2010 3:10:34 PM] Jassi: ok got it

[6/19/2010 3:10:56 PM] Jassi: Today's session concentrates on Bug-hunting

[6/19/2010 3:12:40 PM] Weekend Testing: No questions ;) ?

[6/19/2010 3:14:21 PM] Weekend Testing: Am I connected? Are testers busy playing?

[6/19/2010 3:14:54 PM] Sajjadul Hakim: they are probably using the full screen mode

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[6/19/2010 3:15:06 PM] Sajjadul Hakim: wont be able to see your chat, unless in windowed mode

[6/19/2010 3:15:07 PM] Monirul Islam: Not started playing the real game yet but started playing with the app

[6/19/2010 3:15:56 PM] Weekend Testing: wont be able to see your chat, unless in windowed mode I'm trying to get their attention by pinging them so that the Skype sound alerts them.

[6/19/2010 3:16:29 PM] *** Weekend Testing added vijay kalkundri ***

[6/19/2010 3:16:36 PM] Weekend Testing: If everyone is busy playing, lets meet after 45 mins.

[6/19/2010 3:17:51 PM] *** Weekend Testing added Amit Kulkarni ***

[6/19/2010 3:18:47 PM] Weekend Testing: Others, please download the exe from the link:

<http://www.games2download.com/free-puzzle-games/chuzzle-deluxe-download.htm>Mission: Find Bugs.

[6/19/2010 3:22:31 PM] Weekend Testing: Any questions?

[6/19/2010 3:22:46 PM] Monirul Islam: Is there any project created in bugrepository?

[6/19/2010 3:22:51 PM] Monirul Islam: for WT39?

[6/19/2010 3:23:44 PM] Weekend Testing: The project is created.

[6/19/2010 3:23:47 PM] Weekend Testing: WT39

[6/19/2010 3:24:23 PM] Weekend Testing: Are you able to see WT39 project @Monirul?

[6/19/2010 3:24:25 PM] Jassi: out of curiosity?What Type of Bugs?Any Type or you have something in mind

[6/19/2010 3:24:48 PM] Sajjadul Hakim: hi ... I am new here ... where do we report bugs?

[6/19/2010 3:25:12 PM] Monirul Islam: yes, i can see

[6/19/2010 3:25:13 PM] Monirul Islam: thanks

[6/19/2010 3:25:15 PM] Weekend Testing: Sajjadul: Please login to www.bugrepository.com

[6/19/2010 3:25:33 PM] Weekend Testing: If you do not have a account, please create one. It takes less than 3 mins.

[6/19/2010 3:25:50 PM] Sajjadul Hakim: thanks

[6/19/2010 3:26:02 PM] Weekend Testing: On the top right, please select WT39 as project and report the issues.

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[6/19/2010 3:26:53 PM] Artyom Silivonchik: Oh! Hi all

[6/19/2010 3:27:00 PM] Artyom Silivonchik: i missed half an hour :(

[6/19/2010 3:27:29 PM] Weekend Testing: Its ok Artyom.

[6/19/2010 3:27:31 PM] Weekend Testing: Others, please download the exe from the link:

<http://www.games2download.com/free-puzzle-games/chuzzle-deluxe-download.htm>Mission: Find Bugs.

[6/19/2010 3:27:56 PM] Artyom Silivonchik: Any kind of bugs?

[6/19/2010 3:28:15 PM] Weekend Testing: Yes, no restriction on the kind of bugs.

[6/19/2010 3:28:29 PM] Weekend Testing: Please feel free to select any quality criteria.

[6/19/2010 3:28:34 PM] Artyom Silivonchik: ok. how much time is left?

[6/19/2010 3:28:41 PM] Weekend Testing: 32 mins.

[6/19/2010 3:29:04 PM] Weekend Testing: and report bugs at www.bugrepository.com under WT39 project

[6/19/2010 3:29:31 PM] Amit Kulkarni: Not so sure but that made me to ask. The mission says: Find bugs. Thats what we do most of the times - what is different this time? I'm still downloading the exe and hope it gets downloaded before the due time.

[6/19/2010 3:31:49 PM | Removed 3:32:31 PM] Weekend Testing: This message has been removed.

[6/19/2010 3:32:01 PM | Removed by Weekend Testing, 3:32:34 PM] Santhosh S Tuppad: This message has been removed.

[6/19/2010 3:32:26 PM] Weekend Testing: I assume everyone is in full screen mode

[6/19/2010 3:32:33 PM] Santhosh S Tuppad: I am not. I am in windowed mode :)

[6/19/2010 3:32:41 PM] Weekend Testing: :)

[6/19/2010 3:32:43 PM] Santhosh S Tuppad: :)

[6/19/2010 3:33:15 PM] Weekend Testing: last 30 mins... everyone busy?

[6/19/2010 3:33:30 PM] Monirul Islam: yes playing the game

[6/19/2010 3:33:35 PM] Artyom Silivonchik: nope. still trying to download

[6/19/2010 3:33:53 PM] Weekend Testing: ok.

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[6/19/2010 3:34:32 PM] Artyom Silivonchik: i can't start a download :(getting just a blank page

[6/19/2010 3:34:46 PM] Artyom Silivonchik: maybe someone can send me EXE file?

[6/19/2010 3:36:52 PM] Artyom Silivonchik: i can't start a download :(getting just a blank page
maybe someone can send me EXE file?

[6/19/2010 3:38:12 PM] Amit Kulkarni: I hope I get through... :(

[6/19/2010 3:38:31 PM] Artyom Silivonchik: anyone? :)

[6/19/2010 3:38:43 PM] Ajay Balamurugadas: yes Artyom, sending

[6/19/2010 3:39:06 PM] Artyom Silivonchik: thanks. but i doesn't see it yet :S

[6/19/2010 3:39:51 PM] Ajay Balamurugadas: not yet? I sent... over skype

[6/19/2010 3:48:14 PM] Artyom Silivonchik: Hurray)) i've finally got the file

[6/19/2010 3:48:57 PM] Weekend Testing: installation will be faster than the download time :)

[6/19/2010 3:49:08 PM] Artyom Silivonchik: no :(

[6/19/2010 3:49:20 PM] Weekend Testing: Are you testing installation?

[6/19/2010 3:49:20 PM] Artyom Silivonchik: "The files you got are corrupted. try to download it again"

[6/19/2010 3:54:08 PM] Weekend Testing: last five mins testers :)

[6/19/2010 3:58:02 PM] Sajjadul Hakim: do we need to report all bugs before time is up?

[6/19/2010 3:58:31 PM] Weekend Testing: Yes.

[6/19/2010 3:58:47 PM] Sajjadul Hakim: oops

[6/19/2010 3:59:10 PM] Weekend Testing: Can you log all bugs in 6 mins?

[6/19/2010 4:01:02 PM] Weekend Testing: Friends, please stop testing or should I say: Please stop
Playing :)

[6/19/2010 4:02:01 PM] Sajjadul Hakim: rushing to report the bugs

[6/19/2010 4:02:17 PM] *** Conference call, no answer. ***

[6/19/2010 4:02:33 PM] Amit Kulkarni: :)

[6/19/2010 4:02:40 PM] Weekend Testing: The call was to distract testers from full screen mode.

[6/19/2010 4:02:47 PM] Artyom Silivonchik: good try)

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[6/19/2010 4:04:16 PM] Weekend Testing: Please take 5 mins time to reflect on this session. Please write your experience in a text editor [Type it in a text editor, not in Skype] . five mins from now, we will share our experiences and start the discussion session.

[6/19/2010 4:04:18 PM] Santhosh S Tuppad: Issues reported.

[6/19/2010 4:05:03 PM] Weekend Testing: Cool @Santhosh.

[6/19/2010 4:05:12 PM] Santhosh S Tuppad: :)

[6/19/2010 4:05:49 PM] Sajjadul Hakim: I thought use sayid we had 6 mins to report issues ... now we report and write experience report at the same time :)

[6/19/2010 4:06:01 PM] Jassi: :)

[6/19/2010 4:06:23 PM] Jassi: 1 min for reporting & 5 mins to writing the exp :)

[6/19/2010 4:06:33 PM] Sajjadul Hakim: :)

[6/19/2010 4:07:22 PM] Ajay Balamurugadas: Power cut at my place.... Am I still connected?

[6/19/2010 4:08:05 PM] Richard R: Yes, but am I?

[6/19/2010 4:08:44 PM] Jassi: no Ajay not as WT

[6/19/2010 4:09:11 PM] Ajay Balamurugadas: Ok.

[6/19/2010 4:09:27 PM] Santhosh S Tuppad: @Jassi, Good observation.

[6/19/2010 4:09:37 PM] Jassi: Thanks @Santhosh :)

[6/19/2010 4:09:44 PM] Santhosh S Tuppad: :)

[6/19/2010 4:10:08 PM] Jassi: I am toggling between writing Test cases & reading the messages :)

[6/19/2010 4:10:14 PM] Ajay Balamurugadas: Monirul, Sajjadul, ready?

[6/19/2010 4:10:36 PM] Jassi: ok is everyone ready with the experience report in the text editor

[6/19/2010 4:10:38 PM] Jassi: then we can start

[6/19/2010 4:10:48 PM] Jassi: with the discussion

[6/19/2010 4:11:05 PM] Sajjadul Hakim: ok ... but I have no experience report :)

[6/19/2010 4:11:50 PM] Ajay Balamurugadas: Who wants to start? Please copy paste from the text editor.

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[6/19/2010 4:11:53 PM] Sajjadul Hakim: shouldn't I be getting more time, since I had to use virtual box and setup a bugrepository account

[6/19/2010 4:12:12 PM] Monirul Islam: here is my experience report in a short:

[6/19/2010 4:12:15 PM] Monirul Islam: This is the first time I tested a game within a short time. Although didn't find that much issues but I enjoyed it.

[6/19/2010 4:12:27 PM] Jassi: I support @Sajjadul :)

[6/19/2010 4:12:28 PM] Ajay Balamurugadas: You can share once we are done with others...

[6/19/2010 4:12:36 PM] Santhosh S Tuppad: Me too.

[6/19/2010 4:12:44 PM] Sajjadul Hakim: cool

[6/19/2010 4:13:10 PM] Ajay Balamurugadas: @Monirul... Typical management questions await you: why so less bugs?

[6/19/2010 4:13:29 PM] Sajjadul Hakim: I don't ask that question though ;)

[6/19/2010 4:13:42 PM] Santhosh S Tuppad: LOL.

[6/19/2010 4:13:49 PM] Monirul Islam: Can't concentrate on that much functionality for the very short time

[6/19/2010 4:14:49 PM] Ajay Balamurugadas: Lucky testers... Following your blog and tweets gives me a fair understanding of how lucky your team is.

[6/19/2010 4:15:40 PM] Jassi: :^)?

[6/19/2010 4:15:58 PM] Sajjadul Hakim: Hey thanks! But I didn't do too well today ... still writing the experience report

[6/19/2010 4:16:02 PM] Ajay Balamurugadas: Will your boss accept that answer?

[6/19/2010 4:16:10 PM] Santhosh S Tuppad: (y)

[6/19/2010 4:16:28 PM] Ajay Balamurugadas: How will u justify your testing ?

[6/19/2010 4:16:47 PM] Sajjadul Hakim: Yes ... He is trained that way :D

[6/19/2010 4:16:52 PM] Monirul Islam: He should. Not only that I never tested a game before that's an issue also

[6/19/2010 4:17:16 PM] Artyom Silivonchik: For mine it won't work

[6/19/2010 4:17:22 PM] Sajjadul Hakim: ok .. is that question to me?

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[6/19/2010 4:17:41 PM] Jassi: Good ques @Ajay

[6/19/2010 4:18:04 PM] Ajay Balamurugadas: @Monirul

[6/19/2010 4:19:04 PM] Ajay Balamurugadas: @Monirul: how will you justify that you did a good job and not just played the game

[6/19/2010 4:19:25 PM] Amit Kulkarni: He should. Not only that I never tested a game before that's an issue alsols that an issue?

[6/19/2010 4:19:53 PM] Ajay Balamurugadas: as testers we might have to deal with people who rate us on number of bugs logged...

[6/19/2010 4:20:35 PM] Richard R: Bugs are our 'bread and butter' sometimes

[6/19/2010 4:20:44 PM] Richard R: Like runs on the board in cricket ;)

[6/19/2010 4:21:01 PM] Richard R: Other times, the number of test cases is what matters, right Jassi ;)

[6/19/2010 4:21:10 PM] Ajay Balamurugadas: As Michael Bolton says: anything that threatens the value of the project is an issue. In this case, @Monirul testing a game first time is an issue.

[6/19/2010 4:21:18 PM] Jassi: yeah right@Richard :)

[6/19/2010 4:21:31 PM] Monirul Islam: Fine, basically I tried to break the time limitation (30 mins) within the given time. And showing my name in the top scorer list. That was my main target actually. That's why I just played the game only for 10 mins rest of the time, I have tested the options and other features. I think I covered all the features not just the game itself...

[6/19/2010 4:22:11 PM] Sajjadul Hakim: All the features?!

[6/19/2010 4:22:29 PM] Sajjadul Hakim: So you know how many features there are?

[6/19/2010 4:22:41 PM] Monirul Islam: Sorry, all the major features I believe.. except the game :)

[6/19/2010 4:22:58 PM] Sajjadul Hakim: so you know all the 'major' features then? :)

[6/19/2010 4:22:59 PM] Ajay Balamurugadas: Features of the game? Features outside the game?

[6/19/2010 4:23:01 PM] Jassi: oh

[6/19/2010 4:23:17 PM] Monirul Islam: except playing the game actually

[6/19/2010 4:23:30 PM] Ajay Balamurugadas: Good questions... In fact the right questions...

[6/19/2010 4:23:55 PM] Sajjadul Hakim: isn't the gaming itself features of the game

[6/19/2010 4:24:04 PM] Ajay Balamurugadas: So u did not play the game' how did u test without playing?

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[6/19/2010 4:24:24 PM] Monirul Islam: definitely.. playing game is the heart. But look at the time

[6/19/2010 4:24:54 PM] Monirul Islam: you have only 30 mins and I don't think, 30 mins is enough to test every pointing system, levels etc

[6/19/2010 4:25:17 PM] Monirul Islam: That's why I mainly concentrated on other issues

[6/19/2010 4:25:20 PM] Ajay Balamurugadas: should we play the game or concentrate on other features? @all

[6/19/2010 4:25:47 PM] Sajjadul Hakim: What would the end users do ... play the game or check out all the other features?

[6/19/2010 4:26:01 PM] Richard R: it depends

[6/19/2010 4:26:03 PM] Jassi: I prefer Playing the game first & then going for a particular feature

[6/19/2010 4:26:04 PM] Sajjadul Hakim: so if you have 30 mins ... what would you prioritize?

[6/19/2010 4:26:27 PM] Sajjadul Hakim: @Richard ... I agree ... it depends :)

[6/19/2010 4:26:39 PM] Monirul Islam: I never said that I never played the game, I played it for 10 mins. But the other things are also important I believe

[6/19/2010 4:26:47 PM] Richard R: universal answer to all testing questions - it depends.

[6/19/2010 4:26:56 PM] Santhosh S Tuppada: Okay here are many factors that we might want to consider.

[6/19/2010 4:27:13 PM] Santhosh S Tuppada: #1 It is trial version - If end-user doesn't get convinced with game then he / she might not buy it

[6/19/2010 4:27:14 PM] Ajay Balamurugadas: Ajay: game so that I can learn what is it all about. Then I'd change the program features and test.

[6/19/2010 4:27:18 PM] Richard R: I think it was a good idea to 'play' the game. There were many game-related features to test, like trophies, and special events

[6/19/2010 4:27:31 PM] Santhosh S Tuppada: #2 Transaction of credit card - This also requires extensive testing as your money is involved in it

[6/19/2010 4:27:54 PM] Santhosh S Tuppada: Sometimes many features can be of high priority to test simultaneously within the given time

[6/19/2010 4:27:56 PM] Santhosh S Tuppada: :)

[6/19/2010 4:28:03 PM] Amit Kulkarni: should we play the game or concentrate on other features? @allIt will be only fair to say whether the mission achieved.

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[6/19/2010 4:28:23 PM] Richard R: @Santhosh - did you trust the credit card screen? Would you put your details in there if you wanted to buy the game? Is it secure? How would you know?

[6/19/2010 4:28:36 PM] Ajay Balamurugadas: So everyone had their own objective to accomplish :)

[6/19/2010 4:28:38 PM] Richard R: I didnt see any verification/security messages/icons etc giving me any confidence

[6/19/2010 4:28:45 PM] Santhosh S Tuppada: @Richard, I had that thought but did not share it here hehe

[6/19/2010 4:28:58 PM] Santhosh S Tuppada: @Richard, May be they might share our credit card details :P

[6/19/2010 4:29:16 PM] Richard R: Could be (wait)

[6/19/2010 4:29:16 PM] Santhosh S Tuppada: @Richard, You are right as there is no credit card certified information

[6/19/2010 4:29:19 PM] Artyom Silivonchik: should we play the game or concentrate on other features? @allstart with a test plan :) playing without a plan makes no sense for testers

[6/19/2010 4:29:39 PM] Ajay Balamurugadas: :) lets hear what others have to share and come back to @Monirul.

[6/19/2010 4:29:43 PM] Richard R: identify your plan while doing

[6/19/2010 4:29:49 PM] Jassi: start with a test plan :) playing without a plan makes no sense for testers

[6/19/2010 4:29:56 PM] Monirul Islam: No they are not secured, the basic things are missing "https"

[6/19/2010 4:29:57 PM] Richard R: its easier to understand a plan, when you have played a little

[6/19/2010 4:30:14 PM] Santhosh S Tuppada: @Richard, Absolutely right

[6/19/2010 4:30:20 PM | Edited 4:30:26 PM] Artyom Silivonchik: @Richard agree. but "a little" should be really a little)

[6/19/2010 4:30:32 PM] Ajay Balamurugadas: Who's next. Thanks @Monirul. We will come back to your points

[6/19/2010 4:30:37 PM] Santhosh S Tuppada: How many times screenshots we see and prepare test plan and when we get the product in hand it is totally different :P

[6/19/2010 4:30:43 PM | Edited 4:30:52 PM] Jassi: but @Artyom sometimes its not easier to make a plan & what do you mean by a Test Plan

[6/19/2010 4:31:16 PM] Jassi: Same here @Santhosh,,its happening with me

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[6/19/2010 4:31:17 PM | Edited 4:33:20 PM] Richard R: my plan was in my head. actually most of my plan i did not know until i thought about it afterwards.....hmmm

[6/19/2010 4:31:24 PM] Ajay Balamurugadas: Friends, with discussion around test plans, we are diverting.

[6/19/2010 4:31:32 PM] Santhosh S Tuppad: @Artyom, Exploratory Testing - Test Planning, Test Strategy and other factors simultaneously while we are testing the product *smiles*.

[6/19/2010 4:31:43 PM] Santhosh S Tuppad: @Ajay, Agreed.

[6/19/2010 4:31:46 PM] Artyom Silivonchik: again messing up about test plan :) "test plan" is just a list of things you should check. it will become more complex during functionality will be revealed

[6/19/2010 4:31:47 PM] Ajay Balamurugadas: lets focus on Today's session

[6/19/2010 4:32:20 PM] Ajay Balamurugadas: Please share your experience report...

[6/19/2010 4:33:24 PM] Santhosh S Tuppad:

_STOP_DISCUSSION_ABOUT_TEST_PLAN_AND_FOCUS_ON_TODAY'S_DISCUSSION_

[6/19/2010 4:33:28 PM] Santhosh S Tuppad: :)

[6/19/2010 4:33:36 PM] Artyom Silivonchik:)))

[6/19/2010 4:34:05 PM] Ajay Balamurugadas: Who is sharing their report? Abt this session... :)

[6/19/2010 4:34:09 PM] Santhosh S Tuppad: Who is next?

[6/19/2010 4:34:47 PM] Amit Kulkarni: Link: <http://www.games2download.com/free-puzzle-games/chuzzle-deluxe-download.htm>

Mission: Find bugs (ambiguous - may be there is a trap)

As the challenge for me to play the game too while I can catch up with some issues too. To manage both this - I need to have balance. I said to myself to divide some time (that left with me) for these activities so that I can do both.

Approach: Try to achieve the mission if not 100% but at least be in scope - thats what I learnt from all the session I have learnt so far. It is not about finding bugs or playing game but at the end whether you manage to complete the mission (its okay if not 100% IMO)

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I completed the download by 3:37pm to be very precise. Installation has few issues like it aske me to close all the applications, I said I will not. I expected some error but it proceed further installation.

I checked feature like for Colorblind Mode - I found this is something tricky as I got some hints when I opted for this option for only 3-4 times.

I tried to install the application again as it was already installed but was got an error. Expecting graceful exit.

For more issues - which I could find with the time I had refer the ticket # 0000342

[6/19/2010 4:36:02 PM] Ajay Balamurugadas: Good Amit. Were you distracted by anything in this session

[6/19/2010 4:36:15 PM] Jassi: wow :) @Amit

[6/19/2010 4:37:14 PM] Amit Kulkarni: @Ajay - my mission was to stick to the mission i have been assigned. that what i have been missng for most of the session in the past this time i wanted to stick to it.

[6/19/2010 4:37:43 PM] Amit Kulkarni: I feel sometimes distraction helps in focusing. :0

[6/19/2010 4:38:06 PM] Richard R: @Amit - I never noticed the score goes down when you select 'hint'

[6/19/2010 4:38:20 PM] Santhosh S Tuppada: @Richard, I saw score going down :)

[6/19/2010 4:38:26 PM] Ajay Balamurugadas: Nice. Any particular approach you feel you should have tried?

[6/19/2010 4:38:42 PM] Amit Kulkarni: @Richard - it ate my score twice from 1850 to 0.

[6/19/2010 4:38:58 PM] Ajay Balamurugadas: Score down on hint - I feel its correct.

[6/19/2010 4:39:02 PM | Edited 4:39:20 PM] Richard R: Yes, good observation. It must have been a very good hint.

[6/19/2010 4:39:17 PM] Santhosh S Tuppada: @Amit, You are right about score going down on using hint for many times which is intentional because it is like you are paying and taking the hint and the pay here is reducing your score *smiles*.

Weekend Testing No.39 Chat Transcript

[6/19/2010 4:39:34 PM] Santhosh S Tuppada: @Ajay, :)

[6/19/2010 4:39:53 PM] Amit Kulkarni: @Amit, You are right about score going down on using hint for many times which is intentional because it is like you are paying and taking the hint and the pay here is reducing your score *smiles*. I expected it but not eat all my score though!

[6/19/2010 4:40:12 PM] Richard R: @Amit - did you try any tests outside of the game, apart from installation?

[6/19/2010 4:40:26 PM] Richard R: Or was your focus the game itself

[6/19/2010 4:40:34 PM] Santhosh S Tuppada: @Amit, May be they have different algorithm on how much time you use hint depending on that they reduce the score? However, we do not have access to much information about it which is a blocker for our testing activity *smiles*.

[6/19/2010 4:40:38 PM] Amit Kulkarni: Nice. Any particular approach you feel you should have tried? The time that was left with me - i feel i have to make the balance and the approach used was useful for me - for this session. IMO.

[6/19/2010 4:41:38 PM] Amit Kulkarni: @Amit - did you try any tests outside of the game, apart from installation?

Or was your focus the game itself The mission says find bugs - then I asked one question and the facilitator removed it before anyone could see it.

[6/19/2010 4:41:53 PM] Ajay Balamurugadas: Will u recommend this game to a ten yr old?

[6/19/2010 4:42:10 PM] Amit Kulkarni: There is a trap may be but the purpose of this session was to find bugs while playing games IMO. correct me if i am wrong.

[6/19/2010 4:42:20 PM] Santhosh S Tuppada: If "Yes" why and if "No" why - This would be more better *smiles*.

[6/19/2010 4:42:51 PM] Ajay Balamurugadas: (y)

[6/19/2010 4:43:02 PM] Santhosh S Tuppada: Was it find bugs "WHILE PLAYING GAME"?

[6/19/2010 4:43:18 PM] Ajay Balamurugadas: No

[6/19/2010 4:43:26 PM] Santhosh S Tuppada: :)

[6/19/2010 4:43:30 PM] Ajay Balamurugadas: 8-)

[6/19/2010 4:43:49 PM] Sajjadul Hakim: well ajay you didn't say that when we asked did u? ;)

[6/19/2010 4:44:02 PM] Ajay Balamurugadas: Own interpretation of the mission? Lets see what others say?

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[6/19/2010 4:44:10 PM] Santhosh S Tuppad: Test the mission before you start trying to achieve mission.

[6/19/2010 4:44:32 PM] Ajay Balamurugadas: I said. find bugs. Eom.

[6/19/2010 4:45:00 PM] Ajay Balamurugadas: Who's next? Thanks @Amit

[6/19/2010 4:45:19 PM] Santhosh S Tuppad: Mission : Find Bugs - Everything that is related to the game which includes Installation, Un-install wizard, Game, Transaction and etc.

[6/19/2010 4:45:33 PM | Edited 4:45:47 PM] Jassi: @Ajay I had asked if you have anything in particular in your mind? u did not reply!!!

[6/19/2010 4:46:15 PM] Santhosh S Tuppad: @Jassi, As he did not reply you can go with your own interpretation. However, you would have sent a same message with gentle reminder hehe

[6/19/2010 4:46:16 PM] Ajay Balamurugadas: Ok...

[6/19/2010 4:46:17 PM] Santhosh S Tuppad: :)

[6/19/2010 4:46:37 PM] Richard R: Who is next?

[6/19/2010 4:46:52 PM] Santhosh S Tuppad: --> Richard <--

[6/19/2010 4:46:52 PM] Ajay Balamurugadas: Sajjadul u want to share?

[6/19/2010 4:47:13 PM] Ajay Balamurugadas: Or Richard?

[6/19/2010 4:47:42 PM] Richard R: :x

[6/19/2010 4:47:47 PM] Ajay Balamurugadas: ???

[6/19/2010 4:47:50 PM] Jassi: hahaha

[6/19/2010 4:48:00 PM] Richard R: I will go after Sajjadul

[6/19/2010 4:48:11 PM] Jassi: @Ajay u r ignoring me/my questions alot GRRRRRR

[6/19/2010 4:48:22 PM] Artyom Silivonchik:))

[6/19/2010 4:48:36 PM] Richard R: Or, I can go now

[6/19/2010 4:48:36 PM] Ajay Balamurugadas: And u r repeating the mistakes...

[6/19/2010 4:48:40 PM] Richard R: to speed things along

[6/19/2010 4:48:44 PM] Sajjadul Hakim: ok i am back

[6/19/2010 4:48:45 PM] Sajjadul Hakim: sorry

[6/19/2010 4:48:45 PM] Santhosh S Tuppad: --> Sajjadul <--

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[6/19/2010 4:48:46 PM] Monirul Islam: We have 10 mins left

[6/19/2010 4:48:53 PM] Ajay Balamurugadas: Good Richard

[6/19/2010 4:49:00 PM] Richard R: Sajjadul is back, I will wait

[6/19/2010 4:49:11 PM] Ajay Balamurugadas: K

[6/19/2010 4:49:15 PM] Sajjadul Hakim: My first weekend testing. Didn't know it would be a desktop app for PC only. Had to quickly start virtual box. I didn't know it was a game either. I am not good at playing games but always up for a challenge. I am sure that affects me in testing out the high scores.

[6/19/2010 4:49:38 PM] Sajjadul Hakim: Didn't know the rules about reporting the bugs. Was starting to list them out on Evernote. But then realized had to use bugrepository.com Created the account. and had to get used to the interface. These killed my time a little.

[6/19/2010 4:50:01 PM] Sajjadul Hakim: I started off trying to get a feel of the games rules. Trying to enjoy it a little. After all, it is supposed to be a GAME that the users will need to enjoy. Also wanted to see how intuitive it was. I would say virtual box ruined some of the experience for me. Since the full screen appeared as windowed mode that got me a little confused initially. But got used to it.

[6/19/2010 4:50:19 PM] Sajjadul Hakim: Since I was new, I was trying to check back on the chat screen about any new instructions. So going back and forth from virtual box.

[6/19/2010 4:50:31 PM] Sajjadul Hakim: Also, even though it was a weekend I am still at work, so I am getting interrupted now and then by my testers about issues they found.

[6/19/2010 4:50:43 PM] Sajjadul Hakim: I reported some bugs that I did not reproduce, because it helps me to get back to it when I get more time.

[6/19/2010 4:51:20 PM] Sajjadul Hakim: also while writing this experience report ... I was intrigued by the chat conversation going on, so this report isn't that good either

[6/19/2010 4:51:30 PM] Ajay Balamurugadas: Nice. 1st WT session . That's interesting - reporting bugs without reproducing

[6/19/2010 4:51:48 PM] Sajjadul Hakim: Yes ... Its what a lot of people avoid

[6/19/2010 4:52:27 PM] Sajjadul Hakim: I don't think it will work out with a everyone though. You will need to have a good understanding with your programmers

[6/19/2010 4:52:30 PM] Ajay Balamurugadas: What do u suggest? Just report ?

[6/19/2010 4:52:49 PM] Richard R: Sometimes we prematurely raise bugs, without knowing if its tester error or not first. I know it is quite 'exciting' to find a bug, and I have to try really hard to not jump on the developer with my 'news'.

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[6/19/2010 4:52:58 PM] Ajay Balamurugadas: Yes the relationship shapes your approach a bit

[6/19/2010 4:53:12 PM] Sajjadul Hakim: No@ajay. It should mention what you saw. What you assume? Also it should mention your doubts that it actually is a bug

[6/19/2010 4:53:36 PM] Sajjadul Hakim: On 6/19/10, at 5:22 PM, Richard R wrote:

> Sometimes we prematurely raise bugs, without knowing if its tester error or not first. I know it is quite 'exciting' to find a bug, and I have to try really hard to not jump on the developer with my 'news'.

[6/19/2010 4:53:52 PM] Ajay Balamurugadas: Good points... Stating the assumptions too is imp.

[6/19/2010 4:54:00 PM | Edited 4:54:42 PM] Santhosh S Tuppada: @Richard & Sajjadul, Cool points.

[6/19/2010 4:54:24 PM] Jassi: wow cool @Sajjadul :)

[6/19/2010 4:54:40 PM] Sajjadul Hakim: On 6/19/10, at 5:22 PM, Richard R wrote:

> Sometimes we prematurely raise bugs, without knowing if its tester error or not first. I know it is quite 'exciting' to find a bug, and I have to try really hard to not jump on the developer with my 'news'.

@Richard you are right. This is not for everyone. I feel it is ok to jump to conclusions, as long as you follow up with skepticism

[6/19/2010 4:54:57 PM] Ajay Balamurugadas: Richard how was ur experience?

[6/19/2010 4:55:10 PM] Santhosh S Tuppada: @Sajjadul, That's right which is context dependent.

[6/19/2010 4:55:13 PM | Edited 4:55:34 PM] Jassi: Nice point @Richard since my project has changed i am facing the similar prob

[6/19/2010 4:55:14 PM] Richard R: It was frustrating

[6/19/2010 4:55:36 PM] Richard R: I wanted to start the game and begin to find many issues... ok here is my report...

[6/19/2010 4:55:36 PM] Sajjadul Hakim: @santosh ... absolutely!

[6/19/2010 4:55:48 PM] Richard R: After downloading and installing, I played a little prior to the mission beginning. <-- explored the game for familiarity.

I accepted a constraint of testing was my operating system, Win7 64b.

[6/19/2010 4:55:51 PM] Ajay Balamurugadas: Sajjadul did u enjoy the game?

[6/19/2010 4:56:10 PM] Richard R: ...

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[6/19/2010 4:56:37 PM] Sajjadul Hakim: Yes I did. Infact that is my very first priority when testing anything. Not just a game.

[6/19/2010 4:56:57 PM] Ajay Balamurugadas: sorry Richard, plz continue

[6/19/2010 4:57:10 PM] Richard R: ok

[6/19/2010 4:57:12 PM] Richard R: I then went looking for some functional bugs. I had a hard time trying different things, but coulnt not find any runtime/playing bugs.

I tried many things:

- resolution changes
- bashing the keyboard
- repetitive clicking and pause/unpause
- tried all games
- window mode
- mouse pointers
- high scores
- triple trophy

[6/19/2010 4:57:25 PM] Richard R:

I tried googling the appn for known bugs that I might be able to replicate.

I thought about uninstalling some of my system components, such as flash, or audio files... but preferred to keep my environment stable.

[6/19/2010 4:57:36 PM] Richard R: I explored all functionality outside of the game playing next, and thats where I found 2 bugs:

1) bad link to pay for appn via paypal

2) when entering in registration code, if you enter a ' in the first place, the typing becomes odd, and the activate button is not available on the first click.

[6/19/2010 4:57:55 PM] Jassi: bashing the keyboard?

[6/19/2010 4:57:57 PM] Ajay Balamurugadas: Was abt to come to that point - google

Weekend Testing No.39 Chat Transcript

[6/19/2010 4:58:22 PM] Richard R: @Jassi - yes that was when i was getting frustrated, i just hit every key and his dog, as though a 10yr old was playing

[6/19/2010 4:58:23 PM] Sajjadul Hakim: wow. Did you find the cheat sheet?

[6/19/2010 4:58:42 PM] Richard R: @Sajjadul, yes. but was confused at how to use it.

[6/19/2010 4:58:42 PM] Jassi: ok cool nice report @Richard :)

[6/19/2010 4:58:48 PM] Richard R: Other things to try/test:

- My time was up when I thought about testing the 'accessibility' options in Windows against the game. eg magnifier, on screen keyboard, narrator

- Since there was a colour-blindness option, I thought an internet filter showing what a colour-blind person might see would be a good idea too.

- Multiple accounts on same machine.

- Install,uninstall, then try for another 30min account.

- I noticed when I burned a dvd today, my system lagged, so could try that while playing too (efficiency test)

[6/19/2010 4:59:04 PM] Ajay Balamurugadas: Who found the cheat sheet?

[6/19/2010 4:59:18 PM] Richard R: Google showed me

[6/19/2010 4:59:24 PM] Sajjadul Hakim: me me :)

[6/19/2010 4:59:36 PM] Ajay Balamurugadas: Excellent

[6/19/2010 4:59:40 PM] Sajjadul Hakim: and @richard!!! Yah

[6/19/2010 4:59:46 PM] Santhosh S Tuppad: @Sajjadul, LOL.

[6/19/2010 4:59:46 PM] Ajay Balamurugadas: Ha ha

[6/19/2010 5:00:14 PM] Richard R: I was motivated by one single thought in the back of my head

[6/19/2010 5:00:19 PM] Richard R: 'I must break this thing'

[6/19/2010 5:00:34 PM] Richard R: It made me think outside of the square (or the program)

[6/19/2010 5:00:49 PM] Ajay Balamurugadas: I must find the broken part? Or I should break?

[6/19/2010 5:01:33 PM | Edited 5:02:03 PM] Richard R: Good wording Ajay. I must find the broken bits. But even if they are not found, they still exist.

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[6/19/2010 5:02:19 PM] Sajjadul Hakim: @richard thats a good point. Do testers find it useful to test if a feature works? Or is that a result of finding what doesn't work?

[6/19/2010 5:02:32 PM] Ajay Balamurugadas: @Monirul, would you change your approach after all these reports?

[6/19/2010 5:03:09 PM] Sajjadul Hakim: I am not sure I know the answer to that. I assume we spend a lot more time at what @richard said.

[6/19/2010 5:03:28 PM] Monirul Islam: My first priority is to check whether the things work that are suppose to work

[6/19/2010 5:03:48 PM] Monirul Islam: Then I obviously try to break the things like Richard

[6/19/2010 5:03:57 PM] Sajjadul Hakim: On 6/19/10, at 5:33 PM, Monirul Islam wrote:

> My first priority is to check whether the things work that are suppose to work

Thats good. But I find it troubling to say if something actually works

[6/19/2010 5:04:14 PM] Ajay Balamurugadas: Sajjadul what do u say?

[6/19/2010 5:04:37 PM] Jassi: okay @Everyone i have something urgent to do, thanks @Ajay for allowing me to be a (well not so)Silent observer,Have a great weekend @Everyone, bye hope to catch u all at EWT not sure if I can particiapte in it today :(

[6/19/2010 5:04:51 PM] Sajjadul Hakim: Well, it may be just me, but when I say a feature works, it gives an impression to my listeners that I did a complete testing of it

[6/19/2010 5:05:13 PM] Sajjadul Hakim: Bye Jassi

[6/19/2010 5:05:30 PM] Artyom Silivonchik: Thanks Jassi, Bye

[6/19/2010 5:06:17 PM] Ajay Balamurugadas: Do u report on what was tested also? Something like a checklist

[6/19/2010 5:06:38 PM] Jassi: :) Bye @Artyom@Sajjadul

[6/19/2010 5:07:20 PM] Monirul Islam: @Sajjadul: That's a complex issue. As we know there is nothing like 'Complete Testing' then what other we can say except "the feature is working fine"?

[6/19/2010 5:08:10 PM] Ajay Balamurugadas: I found so and so issues... Some odd answers to my questions... Should I spend more time asking questions

[6/19/2010 5:09:17 PM] Sajjadul Hakim: On 6/19/10, at 5:36 PM, Ajay Balamurugadas wrote:

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> Do u report on what was tested also? Something like a checklist

On 6/19/10, at 5:37 PM, Monirul Islam wrote:

> @Sajjadul: That's a complex issue. As we know there is nothing like 'Complete Testing' then what other we can say except "the feature is working fine"?

Like ajay said, we can report what we tested, but a lot of the times programmers and project managers wouldn't care to listen. I found that I used to do that when I joined this company or when I am dealing with a new tester, but as I soon get their trust, I begin to say less about what I tested, and more about what kind of problems I found

[6/19/2010 5:10:30 PM] Artyom Silivonchik: To prove you spend your time with value for customers - we are back to test documentation :)

[6/19/2010 5:10:38 PM] Sajjadul Hakim: About should I be saying if the feature works, I sometimes tell them well, its been two days that we haven't found any new problems

[6/19/2010 5:11:00 PM] Monirul Islam: If they ask something like "is this feature working fine?" What you answer? "I don't see any problem"

[6/19/2010 5:11:32 PM] Sajjadul Hakim: They know I am not here to verify if the feature works. Because thats what they do when they write the code :)

[6/19/2010 5:11:54 PM] Monirul Islam: Does all management like " indirect answers" like this? - BTW I liked your idea

[6/19/2010 5:12:05 PM] Ajay Balamurugadas: Cool points indeed.

[6/19/2010 5:12:48 PM] Ajay Balamurugadas: I provide info... U decide what you want to do with that...

[6/19/2010 5:12:51 PM] Richard R: @Sajjadul - i respectfully disagree. The developer will perform unit tests on their code (hopefully!) but there are loads more ways of testing their code at sys test, including component integration testing, which the dev has probably not tested at all.

[6/19/2010 5:13:31 PM] Sajjadul Hakim: On 6/19/10, at 5:41 PM, Monirul Islam wrote:

> If they ask something like "is this feature working fine?" What you answer? "I don't see any problem"

Instead of saying I don't see any problem, I say "I didn't get any problem for so so days". And then maybe follow that up with "I think I tested the important scenarios"

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[6/19/2010 5:14:54 PM] Artyom Silivonchik: your point is like - i was testing but if something will be wrong in future - don't blame me

[6/19/2010 5:15:06 PM] Sajjadul Hakim: On 6/19/10, at 5:42 PM, Richard R wrote:

> @Sajjadul - i respectfully disagree. The developer will perform unit tests on their code (hopefully!) but there are loads more ways of testing their code at sys test, including component integration testing, which the dev has probably not tested at all.

You are right. I didn't mean that. What I meant was my programmers and PM know that when they code they are trying to make the feature work, and not concerned that much on how it doesn't work. But I as a tester prioritize on how it may fail. So they don't expect me to say that it is working

[6/19/2010 5:15:14 PM] Sajjadul Hakim: well, maybe not always :)

[6/19/2010 5:15:55 PM] Ajay Balamurugadas: if a particular memory leak happened after ten days of usage and I had 3 days to test...

[6/19/2010 5:16:32 PM] Sajjadul Hakim: On 6/19/10, at 5:42 PM, Monirul Islam wrote:

> Does all management like "indirect answers" like this? - BTW I liked your idea

Know they don't. I did spend a considerable amount of time trying to educate the management about their expectations about testing. Would you believe my CEO, CFO, CTO sometimes even read my blog. I was amazed :)

[6/19/2010 5:17:01 PM | Removed 5:17:21 PM] Jassi: This message has been removed.

[6/19/2010 5:17:26 PM | Edited 5:17:33 PM] Jassi: oops bye mistake

[6/19/2010 5:17:36 PM] Santhosh S Tuppada: Aren't we running out of time *smiles*.

[6/19/2010 5:17:46 PM] Sajjadul Hakim: On 6/19/10, at 5:45 PM, Artyom Silivonchik wrote:

> your point is like - i was testing but if something will be wrong in future - don't blame me

No. That would be selfish! My point is I don't want to tell them what I don't know or didn't find out.

[6/19/2010 5:17:49 PM] vijay kalkundri: "I think I tested the important scenarios" is a very ambiguous statement. How will the management agree with that ? As they usually want something concrete.

Weekend Testing No.39 Chat Transcript

[6/19/2010 5:18:19 PM] Ajay Balamurugadas: If we had to say in one line what we learnt today, it would be great

[6/19/2010 5:18:43 PM] Monirul Islam: @Sajjadul - Anyway, this is a matter of respect and faith on a tester, I believe. Every management will not accept this types of answers always...

[6/19/2010 5:19:38 PM] Ajay Balamurugadas: You build your reputation and credibility... Then gmt might respect your views.

[6/19/2010 5:19:41 PM] Sajjadul Hakim: On 6/19/10, at 5:47 PM, vijay kalkundri wrote:

> [5:13:35 PM] Sajjadul Hakim: "I think I tested the important scenarios"

> <<< is a very ambiguous statement. How will the management agree with that ? As they usually want something concrete.

Excellent questions. There are moments where they demanded me and the testers to show them the checklists. But that is when they are in a bad mood. Most of the times they take my word for it. I know this sounds strange. But it wasn't like this. They were very skeptical about my approaches

[6/19/2010 5:19:53 PM] Ajay Balamurugadas: Gmt = management

[6/19/2010 5:20:07 PM] Richard R: What I learned today was simple - "Treat an application as part of a larger set of systems, all inter-related and affecting each other. This includes operating systems, business/marketing influences, and human systems.... Only then did I appreciate the scope of testing for this exercise"

[6/19/2010 5:20:08 PM] vijay kalkundri: I have experience report as well but nothing different . most of things have been covered here . The only different thing that i tried deleting the registry entries

[6/19/2010 5:20:50 PM] vijay kalkundri: Also varied the resolution of the screen from 800 * 600 to 1400 * 1050

[6/19/2010 5:21:03 PM] vijay kalkundri: 1 more thing that i tried was Tried to delete the profile that is created in the "C:\Program Files\Chuzzle Deluxe\Profiles" and see how the game behaves.

[6/19/2010 5:21:04 PM] Sajjadul Hakim: @vijay ... wow!

[6/19/2010 5:21:16 PM] Monirul Islam: I tried to change/delete their data files

[6/19/2010 5:21:24 PM] Monirul Islam: D:\Program Files\Chuzzle Deluxe\data

[6/19/2010 5:21:38 PM] Ajay Balamurugadas: Sorry vijay, I thought you were just observing

[6/19/2010 5:21:45 PM] Sajjadul Hakim: excellent @vijay, @monirul. WHY didn't I think of that

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[6/19/2010 5:22:27 PM] Richard R: @Vijay, some excellent tests

[6/19/2010 5:22:42 PM] Ajay Balamurugadas: Good report vijay

[6/19/2010 5:22:47 PM] vijay kalkundri: 1 more thing that i tried was to check weather the uninstalling and reinstalling the application would increase the time basck to 60 mins

[6/19/2010 5:23:11 PM] vijay kalkundri: wanted to stop the timer hence altered the time stamp of the machine

[6/19/2010 5:23:46 PM] Sajjadul Hakim: @vijay you should talk more offer!

[6/19/2010 5:24:01 PM] Ajay Balamurugadas: :^) the programmer is asking for ur skype id...

[6/19/2010 5:24:44 PM] Ajay Balamurugadas: @vijay: excellent ideas. Putting forward ur ideas is also very important

[6/19/2010 5:24:58 PM] vijay kalkundri: yeah will do it hence forth

[6/19/2010 5:25:21 PM] Ajay Balamurugadas: Good :) are we done with everybody?

[6/19/2010 5:25:54 PM] Sajjadul Hakim: @ajay. What do you do with the reported bugs?

[6/19/2010 5:26:00 PM] Monirul Islam: Anyway leaving guys, it was nice to hear from all big names.

[6/19/2010 5:26:26 PM] Sajjadul Hakim: C ya Monirul!

[6/19/2010 5:26:43 PM] Ajay Balamurugadas: For open source products, we send them a consolidated report.

[6/19/2010 5:27:33 PM] Sajjadul Hakim: great

[6/19/2010 5:27:35 PM] Ajay Balamurugadas: Thanks @Monirul.

[6/19/2010 5:28:38 PM] Ajay Balamurugadas: Do we have any takeaway from this session

[6/19/2010 5:28:46 PM] vijay kalkundri: good session indeed .. Lot of nice ideas to take away :)

[6/19/2010 5:29:08 PM] Richard R: Takeaway could be to ask others for hints on what they tested so far

[6/19/2010 5:29:18 PM] Richard R: And get good coverage of the better tests

[6/19/2010 5:29:24 PM] Richard R: Across users platforms, machines etc

[6/19/2010 5:29:32 PM] Ajay Balamurugadas: Yes agree with @richard.

[6/19/2010 5:30:00 PM] Ajay Balamurugadas: Artyom, Amit, Sajjadul

[6/19/2010 5:30:12 PM] Richard R: Maybe we could focus a future WT on finding the best bug 'together'

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[6/19/2010 5:30:16 PM] Ajay Balamurugadas: Vijay

[6/19/2010 5:30:33 PM] Richard R: Too often, we take sides in testing, sometimes within the test team :(

[6/19/2010 5:30:56 PM] Ajay Balamurugadas: Hmmm

[6/19/2010 5:31:37 PM] Ajay Balamurugadas: This session was a good experience...

[6/19/2010 5:31:40 PM] vijay kalkundri: One thing that has struck my mind is that if googling

[6/19/2010 5:32:09 PM] Ajay Balamurugadas: Configuration dependence, download problem

[6/19/2010 5:32:31 PM] vijay kalkundri: this will help us unearth similar apps and most found bugs

[6/19/2010 5:32:42 PM] Ajay Balamurugadas: Diff interpretation of mission

[6/19/2010 5:32:50 PM] vijay kalkundri: Do not reinvent the wheel

[6/19/2010 5:33:26 PM] Richard R: Yes, all very valid points. Testing shouldnt be that difficult right?

[6/19/2010 5:33:28 PM] Ajay Balamurugadas: :) yes

[6/19/2010 5:33:49 PM] Richard R: We should not consume so much time with worry, and instead plan a logical method for conducting our testing tasks

[6/19/2010 5:34:44 PM] Ajay Balamurugadas: A tester with a clear mind might do better than a confused tester

[6/19/2010 5:35:33 PM] Ajay Balamurugadas: Shall we end Today's session ?

[6/19/2010 5:36:00 PM] vijay kalkundri: ok.. Guys Signing off for now..will try to attend the EWT session :)

[6/19/2010 5:36:10 PM] Richard R: Sure, I have gotten my money's worth, again. Thanks Ajay, great job today.

[6/19/2010 5:36:21 PM] Ajay Balamurugadas: Thanks Vijay.

[6/19/2010 5:36:26 PM] Sajjadul Hakim: I loved it!

[6/19/2010 5:36:45 PM] Richard R: @ Amit, Sajjadul, Santhosh, Vijay - thanks for your comments

[6/19/2010 5:37:44 PM] Sajjadul Hakim: :)

[6/19/2010 5:38:04 PM] Ajay Balamurugadas: time = money. Thanks guys...

[6/19/2010 5:38:33 PM] Ajay Balamurugadas: See u next week.

[6/19/2010 5:38:56 PM] Richard R: Bye everyone!

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[6/19/2010 5:39:23 PM] Sajjadul Hakim: C ya guys!