

# WNT05 Chat Transcript

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Testers: Adam Yuret, Brian Osman, Chris Thomson Philip, Darren Mcmillan, David Liebreich, Del Dewar, Kavitha Deepak, Lalitkumar S Bhamare, Martin Jansson, Mohinder Khosla, Oliver V, Rakesh Reddy, Ruud Cox, Stephen Hill, Sudhamshu Ailineni, Vamshi

Facilitator: Sharath Byregowda

[7:16:20 PM] Weekend Testers: Hi All welcome to an interesting session of Weeknight Testing. My name is Sharath Byregowda, facilitator for the session

[7:17:25 PM] Weekend Testers: Team we have around 10 mins to begin the session. Feel free to network

[7:17:39 PM] Oliver V.: good evening to everyone

[7:18:13 PM] Lalitkumar S. Bhamare: Hi All, am Lalit from India. Into s/w testing from 14 months

[7:18:31 PM] Martin Jansson: Nice to meet you Lalit

[7:18:34 PM] Lalitkumar S. Bhamare: Editor, co-founder of "Tea-time with Testers" ezine

[7:18:45 PM] Lalitkumar S. Bhamare: Nice to meet you Martin

[7:19:00 PM] \*\*\* Weekend Testers added CHRIS THOMSON PHILIP \*\*\*

[7:19:24 PM] Martin Jansson: I'm Martin, co-founder of thetesteye. Worked with testing for 13 years.

[7:19:31 PM] Stephen Hill: This is my first time attending Weeknight Testing though I have participated a few times in Weekend Testing in Europe and the US.

[7:19:56 PM] Stephen Hill: I have been working in testing now for 10 years in various capacities and to varying degrees.

[7:20:03 PM] Mohinder Khosla: Hi everyone, I am Mohinder from London, Test Analyst

[7:20:15 PM] Lalitkumar S. Bhamare: Hi Mohinder, nice to meet you again

[7:20:25 PM] Stephen Hill: I am a Community Manager at <http://www.softwaretestingclub.com> in my 'spare' time.

[7:20:29 PM] CHRIS THOMSON PHILIP: Hi I'm Chris...in testing for last 1 year...working in automation...happy to learn from u all

[7:20:29 PM] CHRIS THOMSON PHILIP: :)

[7:20:35 PM] Mohinder Khosla: Hi Lalit

[7:20:53 PM] Stephen Hill: I test address management software for a small company called Allies Computing Ltd by day.

[7:20:56 PM] Martin Jansson: I'll gladly team up with someone who is newer (than me)

[7:21:00 PM] Lalitkumar S. Bhamare: @Mohinder, your blog about WT52 was great

[7:21:12 PM] CHRIS THOMSON PHILIP: Hi Martin

[7:21:16 PM] Oliver V.: I'm Oliver from Estonia. Been in testing over 4 years... Context-driven tester, first-time participant

[7:21:19 PM] CHRIS THOMSON PHILIP: Im ryt here

[7:22:09 PM] Mohinder Khosla: Yes I did You can find it here <http://agileage.blogspot.com/>

[7:22:45 PM] Stephen Hill: For any who are interested I blog at <http://pedantictester.wordpress.com> and am @Stephen\_J\_Hill on Twitter.

[7:23:15 PM] Martin Jansson: You can find my blog at <http://thetesteye.com/blog/> also.

[7:23:45 PM] David Liebreich: I'm @atestguy on twitter

[7:24:14 PM] vamshi: I am vamshi, frm India. my blog: [prudenttesting.blogspot.com](http://prudenttesting.blogspot.com), twitter:g\_vamshi

[7:24:33 PM] Mohinder Khosla: You can follow me on twitter @mpkhosla

[7:24:36 PM] Lalitkumar S. Bhamare: we have just launched our 1st issue at [http://issuu.com/teatimewithtesters/docs/tea-time\\_with\\_testers\\_february\\_2011\\_year\\_1\\_issue](http://issuu.com/teatimewithtesters/docs/tea-time_with_testers_february_2011_year_1_issue)

[7:25:20 PM] Weekend Testers: Team we start in 5 min. A hint on what today's mission is ----> As testers testing is one part of our job, but we are also expected to investigate, research and provide information to our stake holders. Today the mission is to investigate, analyse and find a solution and yes find bugs on the way.

[7:25:39 PM] Lalitkumar S. Bhamare: sounds great

[7:25:46 PM] CHRIS THOMSON PHILIP: yeah

[7:26:06 PM] Stephen Hill: I like the sound of that :)

[7:26:32 PM] \*\*\* Weekend Testers added Del Dewar \*\*\*

[7:26:52 PM] Mohinder Khosla: Investigation and interrogation and results for the stakeholder

[7:27:14 PM] Martin Jansson: and torture

[7:27:22 PM] Martin Jansson: oh, that was something else

[7:27:25 PM] Lalitkumar S. Bhamare: (y)

[7:28:31 PM] Martin Jansson: Hey Darren

[7:28:33 PM] \*\*\* Weekend Testers added Adam Yuret \*\*\*

[7:28:37 PM] Lalitkumar S. Bhamare: Hello Darren

[7:28:49 PM] Stephen Hill: Hi Darren :)

[7:29:02 PM] Stephen Hill: I finally managed to make it to a Weeknight session :)

[7:29:04 PM] Adam Yuret: Hi there, disclaimer, I am testing a release this morning so I might be a bit in and out. ;)

[7:29:20 PM] \*\*\* Weekend Testers added KavithaDeepak \*\*\*

[7:29:22 PM] Adam Yuret: <--morning for me ;)

[7:29:24 PM] Martin Jansson: Release next week instead

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[7:29:37 PM] Mohinder Khosla: Good to see here Adam, what a surprise

[7:29:48 PM] Lalitkumar S. Bhamare: will try my best to keep my eyes wide Open :)

[7:30:07 PM] Darren McMillan: Hi All, I'm Darren, I blog at <http://bettertesting.co.uk>. I'll be on/off tonight since my daughter refusing to goto sleep :)

[7:30:34 PM] Mohinder Khosla: Hiagain Darren

[7:30:44 PM] Del Dewar: bring her in to participate, Darren...

[7:30:45 PM] Adam Yuret: Get her a laptop and put her in the session.

[7:30:52 PM] Weekend Testers: Time for an interesting game/puzzle today. Mission1: Go to the link <http://www.members.shaw.ca/gf3/circle-the-cat.html> and "Circle the cat".

[7:31:02 PM] Adam Yuret: She'll either learn some fun testing stuff or be so bored you'll solve your problem ;)

[7:31:06 PM] Weekend Testers: Team -----> Time for an interesting game/puzzle today. Mission1: Go to the link <http://www.members.shaw.ca/gf3/circle-the-cat.html> and "Circle the cat".

[7:31:07 PM] Darren McMillan: Hey All, good to see you made it to one Stephen ;)

[7:31:27 PM] KavithaDeepak: Hi, I am Kavitha, New to WeekNight

[7:31:37 PM] Darren McMillan: She can pair with your son Del ;) Deadly toddler duo

[7:31:42 PM] \*\*\* Weekend Testers added Ruud Cox \*\*\*

[7:31:56 PM] Del Dewar: he he...

[7:31:56 PM] Mohinder Khosla: Seen the cat before. It was released and distracted me from my work

[7:32:10 PM] Weekend Testers: [7:25 PM] Weekend Testers:

<<< As testers testing is one part of our job, but we are also expected to investigate, research and provide information to our stake holders. Today the mission is to investigate, analyse and find a solution and yes find bugs on the way.[7:31 PM] Weekend Testers:

<<< Time for an interesting game/puzzle today. Mission1: Go to the link <http://www.members.shaw.ca/gf3/circle-the-cat.html> and "Circle the cat".

[7:33:05 PM] Weekend Testers: If you meet the above mission within 1 hr move to the second mission

Mission2: Go to the link [http://www.horse-games.org/Horse\\_Dressage.html](http://www.horse-games.org/Horse_Dressage.html) and look for bugs (You are free to find any bug)

[7:33:19 PM] \*\*\* Weekend Testers added Rakesh Reddy \*\*\*

[7:33:43 PM] Darren McMillan: hmm this is quite hard :P

[7:34:13 PM] Mohinder Khosla: @Darren, should be easy for you. Don't you got a cat at home

[7:34:21 PM] Rakesh Reddy: ahhh first message i saw after joining the session

[7:34:22 PM] Rakesh Reddy: [7:33 PM] Darren McMillan:

<<< hmm this is quite hard :P

[7:34:30 PM] Rakesh Reddy: :O

[7:34:30 PM] Darren McMillan: :)

[7:34:42 PM] Darren McMillan: no I don't have a cat so I lack experience with them

[7:35:08 PM] Adam Yuret: I have a cat at home, but I am not limited to green circles to wrangle it. ;)

[7:35:09 PM] Stephen Hill: This cat's proving a right pain... ;)

[7:35:13 PM] \*\*\* Weekend Testers added richardjameshill \*\*\*

[7:35:14 PM] Adam Yuret: I even have a black cat.

[7:35:16 PM] Del Dewar: Trapped it. Do I get a prize?

[7:35:20 PM] Adam Yuret: I also have more than 2 dimensions ;)

[7:35:26 PM] Lalitkumar S. Bhamare: hey it went out of the dots :)

[7:35:30 PM] Mohinder Khosla: @Darren but you are animal lover. We should have Lisa here and we can finish the session and go to sleep early

[7:35:53 PM] Weekend Testers: @Del I have a second mission for testers like u :)

[7:36:32 PM] Martin Jansson: I also trapped it.

[7:36:34 PM] David Liebreich: @del, what strategy did you use to trap the cat?

[7:36:59 PM] Lalitkumar S. Bhamare: am all ears

[7:37:27 PM] Oliver V.: hah... the bugs are so funny in that horse game

[7:37:28 PM] Mohinder Khosla: Del he must have done it before

[7:37:41 PM] Del Dewar: Blind luck I think, David...

[7:37:51 PM] Weekend Testers: @David - we shall share each others strategies after 20:30. Tip: u could cheat ;)

[7:38:10 PM] \*\*\* Weekend Testers added Sudhamshu Ailineni \*\*\*

[7:38:19 PM] Rakesh Reddy: sorry sharath, what is the mission?

[7:38:21 PM] Adam Yuret: He's trapped, I tried counting how many hops he would have to make to escape.

[7:38:29 PM] Darren McMillan: I broke out firebug but not to much luck :P

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[7:38:40 PM] Adam Yuret: Then I clicked on various parts of the map to see which direction he would move, hoping to identify a pattern.

[7:38:59 PM] David Liebreich: I'm hitting reset until I see a pattern I think I could win

[7:39:03 PM] Adam Yuret: Then I tried to use existing marked dots to decrease my required effort

[7:39:21 PM] Martin Jansson: Trapped him again.

[7:39:24 PM] Adam Yuret: I have no successfully identified a pattern, but I have trapped the cat, and the mission was to trap the cat.

[7:39:35 PM] Stephen Hill: Yeah. I'm trying to workout the shortest paths with each attempt but it keeps getting out.

[7:39:36 PM] Adam Yuret: My circle is quite large.

[7:39:47 PM] David Liebreich: reset - I've seen as few as 5 filled-in dots, and as many as 10

[7:40:03 PM] \*\*\* Del Dewar sent cat.jpg \*\*\*

[7:40:03 PM] Martin Jansson: Should we share what we find or wait for others to find it?

[7:40:19 PM] Lalitkumar S. Bhamare: wait..

[7:40:38 PM] Adam Yuret: reset seems like a good strategy.

[7:41:10 PM] Weekend Testers: Any luck identifying a pattern?

[7:41:10 PM] Adam Yuret: Though it's a bit more random, of course I look at this as a challenge to identify patterns, or rather I enjoy identifying patterns so I follow my muse.

[7:41:30 PM] Lalitkumar S. Bhamare: Its Random :P

[7:41:31 PM] \*\*\* Weekend Testers added Brian Osman \*\*\*

[7:41:43 PM] Del Dewar: The cat rarely ever seems to move left at all. Maybe

[7:41:47 PM] CHRIS THOMSON PHILIP: lalit...help me

[7:41:49 PM] Adam Yuret: I am going to move onto the 2nd mission since I have successfully achieved the 1st mission. The 1st mission was not "Identify patterns and understand \*how\* you trapped the cat. that is outside the scope of my mission.

[7:41:53 PM] Darren McMillan: be back in a bit going to try get my daughter to sleep on the 2nd attempt

[7:42:08 PM] KavithaDeepak: Now I am feeling trapping my daughter was much easier, I am not able to even guess the pattern:({

[7:42:33 PM] Ruud Cox: Mission 1 accomplished

[7:42:49 PM] David Liebreich: who are our stakeholders?

[7:43:03 PM] Weekend Testers: @David Does that matter?

[7:43:04 PM] Lalitkumar S. Bhamare: Grandma :)

[7:43:24 PM] David Liebreich: @WeekendTesters does it ever not matter?

[7:43:33 PM] David Liebreich: What kind of solution are they looking for?

[7:43:35 PM] Adam Yuret: I am making the assumption that the person who gave me the mission is my stakeholder.

[7:43:41 PM] David Liebreich: do we know, or are we guessing?

[7:43:56 PM] Adam Yuret: @Darren: Am I right to move on to challenge 2, having met the minimum requirement of mission # 1?

[7:43:56 PM] David Liebreich: @adam what is your mission?

[7:43:58 PM] Stephen Hill: Oooohhhh nearly....

[7:44:13 PM] Adam Yuret: [7:32 PM] Weekend Testers:

<<< Time for an interesting game/puzzle today. Mission1: Go to the link <http://www.members.shaw.ca/gf3/circle-the-cat.html> and "Circle the cat".

[7:44:27 PM] Adam Yuret: [7:33 PM] Weekend Testers:

<<< Mission2: Go to the link [http://www.horse-games.org/Horse\\_Dressage.html](http://www.horse-games.org/Horse_Dressage.html) and look for bugs (You are free to find any bug)

[7:44:36 PM] Oliver V.: well... what if I draw a circle around the cat in paint? does that count?

[7:44:37 PM] Rakesh Reddy: reminds me of my childhood - catching chicken (whew)

[7:44:42 PM] Weekend Testers: @David: Make an Assumption, state your assumption and try achieve the mission :)

[7:45:24 PM] Brian Osman: @AdamY - I saw the mission as "investigate, research and provide information to our stake holders. Today the mission is to investigate, analyse and find a solution"

[7:45:31 PM] Brian Osman: Bug hunting is part of it

[7:45:41 PM] Brian Osman: the solution is part of it

[7:45:59 PM] Brian Osman: BUT info are we trying to find out?

[7:46:01 PM] Adam Yuret: @Brian: I read "Go to the link, and circle the cat."

[7:46:02 PM] CHRIS THOMSON PHILIP: (wait)

[7:46:06 PM] Lalitkumar S. Bhamare: INFORMATION i would provide my stake holders is "This cat is not worth of Taming" , Get the new one :)

[7:46:07 PM] David Liebreich: I assume you are not going to tell us who our stakeholders are or what our mission is. I've been on projects like that in the past :)

[7:46:19 PM] Adam Yuret: I did not read anything about finding bugs in the mission.

[7:46:36 PM] Weekend Testers: I've been on projects like that in the past :)

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[7:46:48 PM] Weekend Testers: [7:46 PM] David Liebreich:

<<< I assume you are not going to tell us who our stakeholders are or what our mission is. I've been on projects like that in the past :)

[7:46:51 PM] Adam Yuret: Which is why I followed the letter of the mission and asked my perceived stakeholder @Darren, if I should move on.

[7:47:02 PM] Brian Osman: @AdamY - Yes I read that too BUT i focused on the investigate/reserach/info part :)

[7:47:22 PM] Adam Yuret: @Darren, are you happy with my level of mission accomplishment and do you want me to move on to mission #2?

[7:48:08 PM] Rakesh Reddy: hurrey !! mission accomplished !

[7:48:13 PM] Weekend Testers: Adam its upto you. If you feel you have met the first mission take up the next one. IS there a trap here? ;)

[7:48:31 PM] Sudhamshu Ailineni: Made it for the first time

[7:48:36 PM] Adam Yuret: Clearly there is a trap here, but through communication I hope to evade it.

[7:48:36 PM] Sudhamshu Ailineni: now lemme investigate it

[7:48:50 PM] Adam Yuret: Continuing without clarification, IMO is a trap.

[7:48:58 PM] Weekend Testers: [7:48 PM] Adam Yuret:

<<< Clearly there is a trap here, but through communication I hope to evade it.

[7:49:00 PM] Lalitkumar S. Bhamare: exploaratory??

[7:49:14 PM] Adam Yuret: Since I got my mission from you, I seek clarification on it's accomplishment from you. ;)

[7:49:39 PM] Weekend Testers: @Adma Facilitator on break till 20:30 :)

[7:49:47 PM] Adam Yuret: I need to know if the literal (or rather my specific) interpretation of the mission is accurate.

[7:49:53 PM] Lalitkumar S. Bhamare: "Investigate.. and Introgate your stakeholder"

[7:49:59 PM] Oliver V.: @Weekend Tester : What do you mean by "circle the cat" ?

[7:50:12 PM] Oliver V.: does mean I can circle the cat any way I like?

[7:50:18 PM] Oliver V.: or does it mean I should follow the rules of the game?

[7:50:30 PM] Sudhamshu Ailineni: did it for the second time

[7:50:43 PM] Weekend Testers: [7:49 PM] Oliver V.:

<<< @Weekend Tester : What do you mean by "circle the cat" ?

[7:50:45 PM] Oliver V.: after getting idea how it moves, it's not that hard...

[7:50:49 PM] Brian Osman: @olivervilson - good question!

[7:50:51 PM] David Liebreich: I wonder if our stakeholder wants to know if the site shows up in search engine results. There are certainly a lot of seo terms in the page source.

[7:50:53 PM] Weekend Testers: Good question Oliver

[7:50:58 PM] Sudhamshu Ailineni: yup @olivervilson

[7:51:03 PM] Weekend Testers: I was hoping some one would ask me that

[7:51:13 PM] Oliver V.: can't I just take a screenshot and circle the cat in there?

[7:51:37 PM] Adam Yuret: Well then, since I am abandoned with these missions I am left no choice but to follow their literal interpretations. I will document my efforts in achieving the goal set before me (circle the cat) and my interpretation of that goal "Using the rules of the game presented, complete a successful round. Having achieved that goal I'll move on to the 2nd mission.

[7:52:01 PM] Adam Yuret: at 20:30 my stakeholder can tell me how they felt about my interpretation/execution of their mission.

[7:52:09 PM] Adam Yuret: I can't interrogate an absent stakeholder.

[7:52:12 PM] Weekend Testers: Excellent one - Oliver but

[7:52:18 PM] Oliver V.: how do you know the sentence is ambiguous?

[7:52:23 PM] Oliver V.: there are words in it

[7:52:25 PM] David Liebreich: @adam I'm more of a "find out the mission up front" kind of person

[7:52:27 PM] Weekend Testers: Sry for the typos

[7:52:47 PM] Adam Yuret: Yeah David, me too, but this guy gave me a sentence and abandoned us. :)

[7:52:48 PM] Del Dewar: Hmm, seems to be something in the strategy of making walls with holes in it to try and fool the cat...

[7:52:59 PM] Weekend Testers: Team when I say circle the cat its on the webpage

[7:53:21 PM] Lalitkumar S. Bhamare: @WT : Need more info

[7:53:25 PM] Adam Yuret: Also, David, in my experience with Weekend Testing, there is usually a significant time limitation so the risk of testing nothing but the mission definition is high.

[7:53:33 PM] Weekend Testers: I would be interested if you can find a patten. Do you see a value in providing that information to me?

[7:53:49 PM] Weekend Testers: or meet the mission and move to the second one?

[7:53:51 PM] Adam Yuret: hey, our stakeholder came back.

[7:53:53 PM] Martin Jansson: @Weekendtester, how do you want information to be provided to you about the page? Bugs, suggestions?



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[7:53:53 PM] Mohinder Khosla: WT What sort cat food should I have to trap the cat. It does not like green circles

[7:54:04 PM] Adam Yuret: @Martin: great question.

[7:54:29 PM] Martin Jansson: Can we see earlier bugs and other information others has provided to you?

[7:54:30 PM] Mohinder Khosla: Hi Brian

[7:54:33 PM] Brian Osman: Interesting - the game is circle the cat which Oliver raised a good question on (can iscreenshot and draw around it) but the instructions say encircle the cat

[7:54:38 PM] Weekend Testers: @Martin document it in a notepad or a word or a text pad - share it with me at 20:30

[7:55:29 PM] Brian Osman: WHICH i assume means through the object of the \*game\* - the words are similar but mean different things

[7:55:43 PM] \*\*\* Conference call \*\*\*

[7:55:50 PM] vamshi: got the cat atlast

[7:55:51 PM] Brian Osman: Is that a flaw in the spec?

[7:55:55 PM] Adam Yuret: @WT, do you want the Quick, Practical or Deep answer to your pattern question?

[7:56:15 PM] \*\*\* Missed conference call. \*\*\*

[7:56:24 PM] Oliver V.: it's quite easy to get the cat once you see how... third time in a row

[7:56:32 PM] Lalitkumar S. Bhamare: well, by Encircling, do you mean to trap the cat and not to let it go out?

[7:56:49 PM] Adam Yuret: I should narrow that down. Deep is not available within the time constraints we have.

[7:56:59 PM] Adam Yuret: So would you like Quick or Practical?

[7:57:10 PM] Weekend Testers: @Adam - assume that this is the Spec and you need to provide information, with that assumption choose what you feel is required or just enough or might be more important

[7:57:43 PM] Lalitkumar S. Bhamare: @Weekend Testers : I would ask for more clarity of the problem

[7:57:56 PM] Adam Yuret: That sounds to me like you want the practical answer.

[7:57:56 PM] Lalitkumar S. Bhamare: and Requirement

[7:57:58 PM] Weekend Testers: [7:56 PM] Lalitkumar S. Bhamare:

<<< well, by Encircling, do you mean to trap the cat and not to let it go out?--isn't that why we want to trap the cat?

[7:58:17 PM] Adam Yuret: ^is it?

[7:58:34 PM] Adam Yuret: Or do \*we\* want to trap the cat in order to identify patterns in the program?

[7:58:45 PM] Adam Yuret: The user might want to trap the cat so it doesn't get out.

[7:58:49 PM] Adam Yuret: but we're not users, we're testers.

[7:58:50 PM] Martin Jansson: @Weekendtester, how will you use the information that we provide to you?

[7:59:28 PM] Weekend Testers: @Martin the information and the chat log will be made public on the weekend testing site

[7:59:47 PM] Martin Jansson: I meant for you as a stakeholder.

[7:59:54 PM] Adam Yuret: But as a stakeholder, how would you be using this information to further your testing project?

[7:59:59 PM] Lalitkumar S. Bhamare: @Weekend Testers: I assume that, you want to trap the cat and for that you want us to find the pattern.

[8:00:03 PM] Adam Yuret: Presuming the hypothetical.

[8:00:57 PM] Martin Jansson: and... is there anything that you find more valuable to know about?

[8:01:32 PM] Lalitkumar S. Bhamare: @Weekend Testers" Unless am clear about the problem, I would thrive on getting it understood from you

[8:01:36 PM] Adam Yuret: @WT: since my stakeholder returned to clarify a desire for pattern identification prior to 20:30 I would like to explain that this expansion of the 1st mission will impact the 2nd mission.

[8:01:47 PM] Adam Yuret: It will come at the expense of the 2nd mission, to be specific.

[8:01:57 PM] Adam Yuret: Is this an acceptable cost?

[8:02:01 PM] David Liebreich: we're 50% in to the time allotted, so I am going to peek at the second mission site

[8:02:05 PM] Adam Yuret: or would you prefer the 2nd mission.

[8:02:31 PM] Weekend Testers: Well this is what I was interested in before - trap the cat but if you have anything that is more valuable for me I would be interested

[8:02:35 PM] Martin Jansson: Do you want to see what we have collected so far, to know if we should continue with mission 1 or move on to mission 2?

[8:02:59 PM] Adam Yuret: Yes, but I don't know what \*you\* value.

[8:03:10 PM] Adam Yuret: I know that you'd like to learn more about patterns.

[8:03:23 PM] Weekend Testers: @Adam Isn't that a problem we face everyday?

[8:03:32 PM] Adam Yuret: but I feel that I should warn you that you risk losing any testing on mission 2 through this expansion of mission 1.

[8:03:46 PM] Adam Yuret: It is, and it's one I usually mitigate through collaboration.

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[8:04:07 PM] Stephen Hill: I think I've worked out how the cat chooses its route but unfortunately I haven't had a puzzle yet that I can solve.

[8:04:15 PM] Adam Yuret: As often as I am abandoned by stakeholders in testing exercises I find it's pretty rare in my professional experience.

[8:04:18 PM] Brian Osman: I understood the mission to be to investigate, analyse and find a solution. It appears some have found a pattern. We have unearth information about the game which has been shared.

[8:04:31 PM] Brian Osman: Is there anything else that we are missing?

[8:04:37 PM] Stephen Hill: I'm going to have a look at the second puzzle.

[8:04:51 PM] Brian Osman: Or what question should we ask you as the stakeholder?

[8:04:57 PM] Adam Yuret: And in general, I like to use a limited-WIP/kanban approach when a stakeholder adds to my workload I let them know that something else will be displaced.

[8:04:59 PM] Weekend Testers: @Martin move to the second mission if you feel you are done with the first one

[8:05:09 PM] Adam Yuret: and ensure this cost is acceptable to the stakeholder before proceeding.

[8:05:17 PM] Martin Jansson: @WT I am done when you say done. =)

[8:05:43 PM] Martin Jansson: I am collecting a lot of information that might or might not be interesting.

[8:06:08 PM] Weekend Testers: @Martin u have the Spec with you. So its upto you if u want to wait till 2030 or move to the next mission :)

[8:07:36 PM] Adam Yuret: @WT: What is your expectation at the end of the time (in ~23 mins) do you want 2 missions to have been covered in a shallow manner, or one covered more deeply?

[8:08:01 PM] Weekend Testers: Hmm I don't know :)

[8:08:17 PM] Adam Yuret: Which mission would you place more value upon?

[8:08:23 PM] Oliver V.: which one has higher priority?

[8:08:28 PM] Lalitkumar S. Bhamare: When it is expected to provide information to stakeholders, what is more important? Information or Timely Information?

[8:09:23 PM] Martin Jansson: @WT: By your mission statement for mission 2, it seems like you only want us to find bugs? Nothing else?

[8:09:24 PM] Weekend Testers: Good questions - but as a stakeholder I am interested in information from both the application

[8:09:54 PM] David Liebreich: brb

[8:10:03 PM] Oliver V.: what type of information you require?

[8:10:12 PM] Weekend Testers: @Martin - yes only bugs...nothing else at all. Do you think its a very narrow mission?

[8:10:43 PM] Oliver V.: what are possible failure costs?

[8:10:50 PM] Martin Jansson: @WT If I find valuable information I will let you know.

[8:11:36 PM] Weekend Testers: @Martine @ Oliver - I would like to see bugs but anything more than tht I might be interested. Well who will not ? :)

[8:11:51 PM] Brian Osman: How would the circle the cat game be used?

[8:11:54 PM] Adam Yuret: Should be called "Obtuse stakeholder testing" :P

[8:12:17 PM] Brian Osman: Is it to be deployed thro' the company?

[8:12:22 PM] Brian Osman: or worldwide?

[8:12:26 PM] Brian Osman: in which case

[8:12:38 PM] Weekend Testers: [8:11 PM] Adam Yuret:

<<< Should be called "Obtuse stakeholder testing" :P

[8:12:50 PM] Weekend Testers: [8:11 PM] Brian Osman:

<<< How would the circle the cat game be used?

[8:12:59 PM] Brian Osman: there could be a 'downtime' cost invloved...

[8:13:10 PM] Stephen Hill: @WT How would you like to have bugs reported for the dressage site?

[8:13:11 PM] Mohinder Khosla: @Brian You can't apply black box testing. Grey box testing might work

[8:13:11 PM] David Liebreich: interesting app, the horse thingy

[8:13:31 PM] David Liebreich: only the gray is trained for it,

[8:13:54 PM] Mohinder Khosla: Is it costly to trap the cat this there should be some easier option?

[8:13:56 PM] David Liebreich: initially, the 4 rightmost colored horses weren't there

[8:14:06 PM] Weekend Testers: @Stephen - in a doc file or a .txt file

[8:14:14 PM] David Liebreich: instead, I saw blue sky and clouds

[8:15:01 PM] Brian Osman: @Mohinder - i was thinking in the broader context - what is the economic/social impact to the project/org/community in terms of potential time waste?

[8:15:23 PM] Brian Osman: Is it significant and acceptable to the stakeholder?

[8:15:32 PM] Weekend Testers: 15 min to end the session

[8:15:41 PM] Mohinder Khosla: How would horse game work for people with colour vision?

[8:15:43 PM] Martin Jansson: Who is the testlead in this group?

[8:15:47 PM] Brian Osman: Ok - moving on to the horsey thing...

[8:16:45 PM] Brian Osman: my horse just went \*stealth\* - its invisible... LOL

## WNT05 Chat Transcript

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[8:17:08 PM] Mohinder Khosla: Hmmmm Cramello colour selection does not work.why it's there

[8:17:15 PM] Adam Yuret: yeah that's a bug I found in dressage and spanish walk

[8:17:26 PM] Adam Yuret: it's a bug IMO because the head remains colored.

[8:17:54 PM] Stephen Hill: @bjosman23 Did the horse go invisible completely or did the head remain coloured?

[8:18:11 PM] Adam Yuret: head remained colores

[8:18:13 PM] Adam Yuret: er colored

[8:18:26 PM] Brian Osman: @Adam @stephen - head remains, body invisble - kinda like a ninja

[8:18:27 PM] Brian Osman: :)

[8:18:28 PM] Lalitkumar S. Bhamare: horse does not have tail in spanish walk with gray clr

[8:18:54 PM] Ruud Cox: Walk variations are present only when colour is Grey

[8:19:18 PM] Adam Yuret: Head leaves the frame when levading

[8:19:22 PM] Stephen Hill: Try having Firefox and IE open at the same time running the app and watch it trying to do a Spanish Walk in the IE session. On my laptop the result was "interesting"!

[8:19:40 PM] Adam Yuret: No tail/body color when Piaffing

[8:19:44 PM] Weekend Testers: [8:19 PM] Stephen Hill:

<<< Try having Firefox and IE open at the same time running the app and watch it trying to do a Spanish Walk in the IE session. On my laptop the result was "interesting"!

[8:20:02 PM] Brian Osman: What is a spanish walk? trot? run? canter? Within the limitations of the program, is this what the horse is doing? How do we know? Im not an \*expert\* on horse movements...

[8:20:18 PM] Adam Yuret: I would at this point note these few bugs and an additional bug that development needs to do more unit-testing/checking before this product is readyfor QA and return to the 1st mission of identifying patterns

[8:20:19 PM] Ruud Cox: Body colour becoms transparent when Colour = grey and spanish walk

[8:20:25 PM] Weekend Testers: [8:20 PM] Brian Osman:

<<< What is a spanish walk? trot? run? canter? Within the limitations of the program, is this what the horse is doing? How do we know? Im not an \*expert\* on horse movements...

[8:20:33 PM] Brian Osman: Does \*exactness\* in movement matter?

[8:20:54 PM] Lalitkumar S. Bhamare: @WT by these 2 assignemnts can we say that Tester's general tendency is to more towrds finding bugs.. and when it comes to puzzle like Cat.. something with lack of information , Testers don't boggle much?

[8:20:55 PM] Brian Osman: or is what we see "good enough"?

[8:21:06 PM] Weekend Testers: [8:20 PM] Brian Osman:

<<< Does \*exactness\* in movement matter?

[8:21:34 PM] Adam Yuret: I would suggest that finding these obvious bugs is not a most efficient use of my talents and that this feature is not ready for QA.

[8:21:36 PM] Brian Osman: @WT - are you satisfied with how the horses movements are portrayed?

[8:21:52 PM] Weekend Testers: [8:20 PM] Lalitkumar S. Bhamare:

<<< @WT by these 2 assignemnts can we say that Tester's general tendency is to more towrds finding bugs.. and when it comes to puzzle like Cat.. something with lack of information , Testers don't boggle much?nice question Lalit. I would like the team to discuss about this

[8:21:59 PM] Brian Osman: Please excuse typos :)

[8:22:09 PM] Lalitkumar S. Bhamare: :)

[8:22:10 PM] Martin Jansson: @WT How important is consistency in features between the different colored horses?

[8:22:23 PM] Ruud Cox: Spanish walk <http://www.youtube.com/watch?v=lpCvQBALBX0&feature=related>

[8:22:26 PM] Stephen Hill: I have just been right-clicking on the Flash area and choosing Play repeatedly.

[8:22:28 PM] Weekend Testers: @Brian - I guess so, but now that you have noticed it I might be interested in it

[8:22:29 PM] Ruud Cox: Matches the game

[8:22:30 PM] David Liebreich: the cat site loaded faster than the horse site.

[8:22:50 PM] David Liebreich: some of the horse site bugs appear to be related to browser cache contents.

[8:22:52 PM] Adam Yuret: Lalitkumar: I prefer finding the patterns, I feel like that is a worthy testing challenge, the hose program has not been unit tested/acceptance tested.

[8:22:57 PM] Weekend Testers: [8:22 PM] David Liebreich:

<<< the cat site loaded faster than the horse site.

[8:22:59 PM] Stephen Hill: You get different coloured horses and then you get the different walk type (?) selections after a few attempts.

[8:23:16 PM] Stephen Hill: Has anyone been able to get those back independently?

[8:23:56 PM] Rakesh Reddy: Spanish walk - Horse Tale disappeared

## WNT05 Chat Transcript

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[8:24:03 PM] Lalitkumar S. Bhamare: @adam, right adam. but what I noticed personally and by giving close look to our WT conversation, when ppl moved to Horse stuff, the meeting took different turn..

[8:24:19 PM] Lalitkumar S. Bhamare: all of sudden ppl started to come up with bugs, bugs and more bugs

[8:24:24 PM] Adam Yuret: IMO, bug filing is instant gratification.

[8:24:30 PM] Adam Yuret: so that is to be expected.

[8:24:31 PM] KavithaDeepak: Trot and Gallop selection enabled together only when operation is performed in reverse order.

[8:24:38 PM] Oliver V.: black horses head changes colour

[8:24:39 PM] Rakesh Reddy: It appears only Grey horses are allowed to do Spanish walk.. no options for remaining colored horses

[8:24:40 PM] Oliver V.: so nice

[8:24:43 PM] Brian Osman: There does appear to be inconsistencies within the different coloured horses

[8:24:47 PM] David Liebreich: the cat site animations and transitions seemed smoother than the horse site. The horse site has more complex animated concepts, though.

[8:24:54 PM] Adam Yuret: finding bugs is inherently fun, on some level, I think we rate ourselves as testers by the quantity of bugs we can reproduce.

[8:24:58 PM] Stephen Hill: I think the point might be that we are falling over bugs on the horse part of the mission.

[8:24:59 PM] Lalitkumar S. Bhamare: see ... the replies are speaking it up

[8:25:19 PM] Stephen Hill: The cat mission required thought and analysis to see if the program was working right.

[8:25:25 PM] Weekend Testers: 5 more mins :

[8:25:50 PM] Brian Osman: I agree - in the cat game it appeared to be problem finding

[8:26:06 PM] Adam Yuret: The cat mission IMO, is a testing mission, identify patterns, find non-obvious issues.

[8:26:12 PM] vamshi: for trot > passage too the body disappears when horse is in grey colour

[8:26:22 PM] Adam Yuret: The horse thing could be done by anybody, testing talent not required.

[8:26:41 PM] Brian Osman: In the horse game - more about problem finding - sorry I meant the cat game was more about pattern recognition..

[8:26:51 PM] Lalitkumar S. Bhamare: am still analysing the amount of response and interest we all have shown in both of the tests..

[8:27:01 PM] Brian Osman: I wonder if that was because of a lack of \*features\*???

[8:27:20 PM] Lalitkumar S. Bhamare: lack of features or lack of req understanding?

[8:27:34 PM] Martin Jansson: found "[http://www.horse-games.org/Horse\\_Flirt.html](http://www.horse-games.org/Horse_Flirt.html)" guess that is out of mission

[8:27:40 PM] Brian Osman: @latikumar - both

[8:27:54 PM] Mohinder Khosla: @Brian Click grey colour and spanish walk option appears at the top in pink

[8:28:10 PM] Lalitkumar S. Bhamare: in horse case, we knew we are asked to find bugs and we are egting them, but in case of cat, the req is itself not clear nor the approach

[8:28:22 PM] David Liebreich: the cat game seems to be on many sites.

[8:28:31 PM] Adam Yuret: I feel the horse game is a target rich environment, it doesn't teach as much about testing as it does about checking. The testing is hampered by the sheer volume of bugs.

[8:28:48 PM] Lalitkumar S. Bhamare: @adam exactly

[8:28:52 PM] Adam Yuret: Agreed @lalitkumar

[8:28:59 PM] Weekend Testers: Last 2 min

[8:29:11 PM] Brian Osman: Did we have a contradiction of the mission? Or did fall back into our own biases?

[8:29:19 PM] vamshi: select woah > piaffe the body of the horse disappears in grey mode

[8:29:25 PM] Adam Yuret: Which is why I would find those bugs quickly and focus my energy on the patterns of the cat game and communicate to my stakeholder that the horse game is not ready for QA.

[8:29:25 PM] Lalitkumar S. Bhamare: contradiction i strongly feel

[8:29:41 PM] Brian Osman: I saw the mision as 1. investigate, research and provide info and then 2. find bugs

[8:30:17 PM] Weekend Testers: TIMES UP

[8:30:38 PM] Brian Osman: But it appear that we fell quite quickly into "type"

[8:31:09 PM] Brian Osman: I guess I should have clarfyied with the stakeholder what the was wanted :)

[8:31:12 PM] Weekend Testers: Team, this has been one of the most active WeekNight sessions. I loved it and hope you all had fun.

I got a call from one of my friend now and there is an emergency I need to rush to so I am very sorry that I will have to cut short the session by 30 min. I shall logout at 21:00 please feel free to continue the discussion

[8:31:15 PM] vamshi: gallop option not working when the horse grey colour

[8:31:34 PM] Adam Yuret: I too must depart for workday testing ;)

[8:31:47 PM] Adam Yuret: But it was greatly helpful, thanks Darren for your efforts, hope everything is okay.

[8:31:55 PM] Sudhamshu Ailineni: It's okay Sharath, we will carry on



## WNT05 Chat Transcript

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[8:32:00 PM] Weekend Testers: Team some questions for the discussion

[8:32:01 PM] Lalitkumar S. Bhamare: see you again

[8:32:07 PM] Weekend Testers: Did you enjoy the session?

Why do you think we asked more questions in the first mission compared to the second one?

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

When did you move to the second mission?

When you found the second application was buggy how many bugs would you report?

[8:32:18 PM] Del Dewar: [8:31 PM] vamshi:

<<< gallop option not working when the horse grey colour I got it to gallop ok as grey... ?!?

[8:32:49 PM] Weekend Testers: Also could we have a discussion over this ---@WT by these 2 assignemnts can we say that Tester's general tendency is to more towrds finding bugs.. and when it comes to puzzle like Cat.. something with lack of information , Testers don't boggle much?

[8:33:02 PM] Weekend Testers: [8:32 PM] Weekend Testers:

<<< Did you enjoy the session?

Why do you think we asked more questions in the first mission compared to the second one?

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

When did you move to the second mission?

When you found the second application was buggy how many bugs would you report?

[8:33:33 PM] Mohinder Khosla: Both missings are quite different and there are different learnings from each. Do you still want CAT trapped on my desktop?

[8:33:35 PM] Martin Jansson: @WT I think we boggled the cat mission.

[8:33:59 PM] David Liebreich: what does "boggle" mean? (pardon my ignorance)

[8:34:32 PM] Martin Jansson: If I had been a stakeholder in this group I would have asked (If I was inexperienced): Why are you not testing, stop asking questions!

[8:34:33 PM] Sudhamshu Ailineni: @ David Liebreich, it means to hesitate. As per my knowledge

[8:34:35 PM] Lalitkumar S. Bhamare: @Martin, but did we come up with something solid? something which we would say " This is the information , my stakeholder " :)

[8:35:28 PM] Stephen Hill: [8:32 PM] Weekend Testers:

<<< Did you enjoy the session?

Why do you think we asked more questions in the first mission compared to the second one?

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

When did you move to the second mission?

When you found the second application was buggy how many bugs would you report?Yes

[8:35:38 PM] Martin Jansson: @Lalit, I wrote down a lot of information. Some I did not know if it was valid or valuable. It was mostly questions if it should be this or that way.

[8:35:56 PM] Weekend Testers: Please share your observations#

[8:35:56 PM] Stephen Hill: Sorry - didn't mean to quote all that lot...

[8:35:58 PM] Mohinder Khosla: Did people used some sort pattern to trap the cat or just followed their instinct? I pressed the reset button multiple time to get the maximum no of green dots scattered over the board to do a quick catch?

[8:36:26 PM] David Liebreich: I enjoyed the session. I think one reason we asked more questions in the first mission is that it was first. lack of response to those questions may have dampened the enthusiasm to ask questions in the second mission.

[8:36:27 PM] Martin Jansson: @Mohinder, I did the same with a combination on luring the cat.

[8:36:58 PM] vamshi: [8:32 PM] Del Dewar:

<<< gallop option not working when the horse grey colourthe horse runs instead of stopping

[8:37:12 PM] Stephen Hill: I did enjoy the session. I felt that there was more for me to get stuck into in the first mission from an analytical point of view. However, there were more points of contention such as what it meant to circle the cat.

[8:37:13 PM] Weekend Testers: @David - do you think the answers to the question helped you achieve the mission. Note we had 1 hr for testing

[8:37:21 PM] Lalitkumar S. Bhamare: @Mohinder, we were not given the rules. so when we assumed that using Reset Button is allowed, we should have stakholder's confirmation to that

[8:37:36 PM] Martin Jansson: I think one valid question for a session like this would be "How do we spend our 1 hour?"

[8:37:48 PM] Weekend Testers: [8:37 PM] Martin Jansson:

<<< I think one valid question for a session like this would be "How do we spend our 1 hour?"

[8:37:53 PM] David Liebreich: @wt I still don't know who the stakeholders are, nor do I know what they want.

## WNT05 Chat Transcript

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[8:38:12 PM] Mohinder Khosla: Did someone find bugs or limitations in the horse game? For me Grey button the only one that reset the game and Cremeetto clour was not working. Did not find anything in IE

[8:38:24 PM] Stephen Hill: I was not confused particularly by the first mission but I felt there was insufficient information available to me to do a good testing job. I was assuming that the pattern I noticed to the route selection was right but it might not have been.

[8:38:27 PM] vamshi: How this application will be useful for the customer?

[8:38:56 PM] Del Dewar: Well, the first mission was to 'trap the cat', which some of us did. Is 'yes, we did it' really the sum total of information sought after?

[8:39:03 PM] Stephen Hill: I moved on to the second mission about half way through the time to allow myself a chance to do that part justice.

[8:39:14 PM] Lalitkumar S. Bhamare: @del good one

[8:39:20 PM] Martin Jansson: I'd think the first app was for varied age, but the second for a younger clientele. So... perhaps the bugs we found were not as important?

[8:39:30 PM] Weekend Testers: @David: This was an expirement I tried. I might be wrong. But, what I wanted to know was if we will be satisfied if we could trap the cat one time or will we invest in recognizing the pattren

[8:39:59 PM] Oliver V.: recognize the pattern or trap cat multiple times in a row?

[8:40:19 PM] Stephen Hill: I think the number of bugs we find before we stop testing depends on how important those bugs are \_to someone that matters at that point in time\_.

[8:40:21 PM] David Liebreich: @wt so your mission was to test the testers

[8:40:35 PM] Martin Jansson: @WT I think it is interesting to see if someone takes the test lead role in a session such as this. As it is now, we scattered and run our own tests without real cooperation.

[8:40:57 PM] David Liebreich: @martin the cat app did not lend itself to easy collaboration.

[8:40:59 PM] Martin Jansson: @WT We "competed" on solving the puzzle rather than fullfilling the mission.

[8:41:05 PM] Adam Yuret: Answers in line...

[8:41:07 PM] Adam Yuret:

Did you enjoy the session?

Yes I enjoyed the session, though I am starting to wonder about the "obtuse stakeholder" factor that seems to be a common thread in "Week\* Testing" Are there not other aspects of testing we can learn from with a clear and present stakeholder?

Why do you think we asked more questions in the first mission compared to the second one?

Partly because we had 2 missions, so the definition of "done" for the 1st mission was more critical in the time allowed. I found that once I identified that the 2nd mission was not ready for QA I could focus on the 1st mission, especially with the further information that the stakeholder wanted more elaboration of patterns within the first mission.

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

It was not confusing, it was just incomplete. You said "trap the cat then if you trap the cat, move to mission #2" when you apparently meant "Trap the cat, and while doing so, identify meaningful patterns."

When did you move to the second mission?

I moved to the 2nd mission when I failed to get clarification on the first and time was a constraint. Once I realized the 2nd mission was not worthy of a tester, I returned to the first one.

When you found the second application was buggy how many bugs would you report?

The half dozen I found in the first 5 minutes. Then I would express my opinion that this application needs to return to development, more unit testing done before it is acceptable to QA.

[8:41:09 PM] Del Dewar: For what it's worth - here are some issues I identified with the horse app. Some may or may not be bugs depending on the stakeholder's point of view

BUG - Counter intuitive to make the selected state button invisible upon selection

BUG - If horse is stationary [woah] and you change colour, it defaults to [walk]

BUG - Collected mentioned as possibility for both Walk & Trot - Correct or not? Different animations attributed to each.

BUG - When brushing the horse while [bay] colour, the black mane disappears

BUG - Extra options attached to pace (e.g. Piaffe/Levade for Woah) only available using GREY colour.

BUG - Piaffe, Levade, Spanish, Passage make horse's body transparent. Extended, Collected, Shoulder do not

[8:41:10 PM] Weekend Testers: [8:40 PM] David Liebreich:

## WNT05 Chat Transcript

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<<< @wt so your mission was to test the testers Well an expirement I guess :)

[8:41:15 PM] Mohinder Khosla: @WT It was such a random pattern that everytime you click reset you get a different pattern to trap the cat so I kept on clicking reset when I was happy I have a higher probability to trap the cat

[8:41:18 PM] Stephen Hill: Personally, I would have been inclined to go back to the Product Owner and ask whether the information I am giving so far is of value or whether I should concentrate elsewhere.

[8:42:12 PM] Lalitkumar S. Bhamare: @Mohinder I echo you

[8:42:18 PM] KavithaDeepak: Did you enjoy the session?

Yes, it was fun.

Why do you think we asked more questions in the first mission compared to the second one?

I think mission was to make us to get in to PLAY ing mode, so that second application can be checked with that level.

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

No, I took it as a game and started playing.

When did you move to the second mission?

When I could not trap the cat L

When you found the second application was buggy how many bugs would you report?

Nearly 5 in last few minutes. Felt this application should have been checked once before launching or do they have any special audience for this.

[8:42:57 PM] Adam Yuret: @STephen, I agree completely. I begin to wonder if the obtuse stakeholder factor is not very realistic to testing in the wild.

[8:43:24 PM] Del Dewar: [8:41 PM] Stephen Hill:

<<< Personally, I would have been inclined to go back to the Product Owner and ask whether the information I am giving so far is of value or whether I should concentrate elsewhere.Precisely.

[8:43:53 PM] Adam Yuret: Darren is evidently still here, is everything okay then?

[8:44:13 PM] Weekend Testers: Team I am very sorry I have to rush to my friend now. It seems to be more serious than I assumed. Please continue with the discussion. I shall go thru the chat log once I return

[8:44:48 PM] Adam Yuret: GO!

[8:44:49 PM] Stephen Hill: That's OK Sharath. I hope your friend gets sorted OK.

[8:44:58 PM] Adam Yuret: Don't worry about us, get out.

[8:45:37 PM] Weekend Testers: See ya guys thnx bye for now

[8:45:39 PM] Lalitkumar S. Bhamare: Thank you all. It was great exp playing with you all. Enjoyed my discussion with Adam, Stephen and Sharath

[8:45:49 PM] David Liebreich: I think there are many different types of expert investigation we as testers can offer. Prioritizing them is something we should do iteratively with the stakeholders

[8:45:51 PM] Adam Yuret: And I wish you.

[8:45:55 PM] Adam Yuret: er and I with you.

[8:46:08 PM] Adam Yuret: @David: Agreed.

[8:46:33 PM] Stephen Hill: Yes David! That's really important to realise.

[8:46:43 PM] Brian Osman: Did you enjoy the session? YES

Why do you think we asked more questions in the first mission compared to the second one? It appeared to be a lack of something tangible to hang on to. Ambiguity and an unclear mission.

Was the first mission confusing? Not to me but I may not have fully understood the mission...

What could have been a better mission?

If you sensed it would you change the mission? Only if it provided value to the stakeholder - is that what they want?

When did you move to the second mission? When there was 15 mins to go - and i \*felt\* done with the cat

When you found the second application was buggy how many bugs would you report? quite a few i suppose!

[8:47:02 PM] Brian Osman: Go Darren !

[8:47:10 PM] David Liebreich: not all of us are expert logic puzzle solvers

[8:47:24 PM] David Liebreich: most of us are pretty good bug describers

[8:47:25 PM] Brian Osman: @david - yes i agree

[8:47:44 PM] Adam Yuret: My beef with the obtuse stakeholder is that in many interviews with companies at which I ultimately chose not to work I would be asked similar questions "You have no access to documentation or stakeholder to ask questions, the front, middle and back end are a black box, you're wearing a blind fold and in a room that is currently engulfed in flames and you must diffuse a bomb while you test." and they invariably say "Not that we do things that way here, of course." and I would want to say "If it's not indicative of what \*you\* do, what's the value in asking me to do it that way for you?"

## WNT05 Chat Transcript

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[8:47:53 PM] David Liebreich: some of us might be good flash app testers

[8:48:30 PM] Adam Yuret: Puzzle solving is testing, in a way, though. I mean you're sitting down in front of something foreign to you, and trying to learn about it and devise ways to find fault.

[8:48:34 PM] David Liebreich: @adam - interviewing is hard

[8:48:41 PM] Sudhamshu Ailineni: @Adam, exactly

[8:48:45 PM] David Liebreich: @adam - I don't fault companies for being bad at it

[8:48:54 PM] Brian Osman: Problem solving would reveal a ton of info

[8:49:03 PM] Brian Osman: I switch from that in the cat game

[8:49:08 PM] Oliver V.: flash app testing isn't that different of usual web-app testing actually

[8:49:10 PM] Rakesh Reddy: Mission 1

I liked this mission very much as it reminded me of efforts involved in catching a chicken in my child hood ! did you tried to catch one?

I managed to trap the cat in 5th attempt

1. Initial two attempts i was trying to trap a cat without a strategy thus fallen into the trap of running behind the cat

[Blindly executing a workflow without observing how application behaves]

2. Now my strategy was to build a wall on the boundaries and circle the cat - soon i realized i was covering area that the cat

didn't really bothered to move [I think this comes back to scope of the bug]

4. This time i changed my strategy to start build wall closer to cat and failed when i was really close to trap it -

this is the point when i realized place wall and cat tries to move in opposite direction

5. This time i figured pre-existing walls and placed bricks and managed to trap the cat

Mission 2

## Finding bugs

I couldn't find any functional bugs as i didn't had any domain knowledge yes, i should be questioning more - this is a on going lesson for me

Overall, a sprint to catch the bus to get on time for session is worth - this was fun

[8:49:11 PM] Brian Osman: to bug finding in the other

[8:49:12 PM] Martin Jansson: Did you enjoy the session?

Yes, it was fun. Perhaps a bit confusing.

Why do you think we asked more questions in the first mission compared to the second one?

It seemed like the 2nd mission was less important because of how the two missions were phrased and based on the answers that WT told us. The time ran out for good questions.

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

The information about the mission was split into several parts, some of us got more information than others it seemed. Still, if that was part of an experiment I guess we did not ask enough questions about or mission.

When did you move to the second mission?

After a bit more than 30 min.

When you found the second application was buggy how many bugs would you report?

I would report as many as time would permit or until I see it as a Dead Horse. Quite early I would ask what kind of quality they would want it to have and if they are to fix the bugs or just want to know about them.

[8:49:12 PM | Edited 8:50:15 PM] Oliver V.: I've done flash app testing

[8:49:42 PM] Martin Jansson: My bugs:

[8:49:56 PM] Adam Yuret: @David: don't we set the bar low if we don't expect better? If I am expected to be active and learn and innovate at work, why would I want to work somewhere that doesn't seem interested in putting that kind of effort into interviewing me?



## WNT05 Chat Transcript

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[8:50:21 PM] David Liebreich: going back to apps under investigation - did anyone do any security testing?

[8:50:34 PM] Martin Jansson: Cat page:

- Its possible to click the dot that the cat stands on. (bug?)
- Text states "clicking on the image then ..." which image? (bug?)
- No graphical issues using IE7, Google Chrome
- Clicking the link Gamedesign takes me to the gamedesign company, did not expect that.
- You can control how the cat walks by clicking far away and thus trick the cat.
- You can reset until you have 10 or more dots, which will make the circling of the cat a lot easier. Does it count on amount of tries or amount of time we have tried or neither?

The cat will move far out of the picture if you continue to click

even if the cat is out of the area. The game eventually resets.

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Horse page

- The eye coloring is black on all horses which makes some changed coloring look strange.
- Didn't expect that changing color of the horse makes it start trotting.
- Some horses with different coloring have more features than others, is that expected?
- Many functions (Spanish Walk, Piaffe, Levade etc) make the horse move in new manner but the horse is not fully the colored
- Tail on Bay horse contains invalid black dots
- "Choose the color of the horse depending upon your choice" is not a valid sentence.
- "A fun loving game for those who love to play with colors!" isn't it really horses that someone would like, not colors?
- Cannot find "Horse Dressing" game among Horse Games, is that correct?

[8:50:57 PM] David Liebreich: @adam - I differentiate between companies that are bad at interviewing, and companies that are bad at interviewing and know that they are bad at interviewing.

[8:51:29 PM] Adam Yuret: @David: That is a meaningful distinction

[8:52:25 PM] Adam Yuret: Anyway, don't mean to derail the session with interview talk.

[8:53:03 PM] Brian Osman: The movement of the horse is what i focused on and thinking about consistency and \*exactness\* to reality - and whether or not that is what the stakeholder wanted..,

[8:53:22 PM] Martin Jansson: I'm off for tonight. Thanks for the session. See you another time probably.

[8:53:32 PM] Sudhamshu Ailineni:

Did you enjoy the session?

Yes, absolutely. It was my first WT session and it was majestic way to learn.

Why do you think we asked more questions in the first mission compared to the second one?

I haven't got chance to test the second application as I was not able to access the application. Also the first application ruined my time but I have never got the solution for trapping the cat.

Was the first mission confusing? What could have been a better mission? If you sensed it would you change the mission?

It was not confusing but it was a little tricky. Need to investigate more on the "Reset" option. Hope we can get a solution there.

When did you move to the second mission?

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When you found the second application was buggy how many bugs would you report?

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[8:54:29 PM] Adam Yuret: I too am off for the day, must get back to work. Thanks everybody for the lively discussion. I learned a lot from you all. Please feel free to follow me on Twitter @AdamYuret and/or my blog [www.contextdrivenagility.com](http://www.contextdrivenagility.com)

[8:54:52 PM] Rakesh Reddy: bye Adam

[8:55:02 PM] Adam Yuret: Thanks again everyone! :)

[8:55:04 PM] Brian Osman: Thank you Adam!

[8:55:32 PM] Brian Osman: Bye everyone - my workday has just started so better get back to it - thank you - great discussions!!

[8:55:46 PM] Rakesh Reddy: I am keen to see patterns for Mission 1 if anyone had interesting findings

[8:56:14 PM] Rakesh Reddy: gud day brain...

## WNT05 Chat Transcript

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- [8:56:16 PM] Sudhamshu Ailineni: @ Rakesh, Hope there is some logic behind \*Reset\* option
- [8:56:30 PM] David Liebreich: @rakesh - there seems to be some good discussion on <http://www.jasonclarke.net/general/circle-the-cat/>
- [8:56:56 PM] Stephen Hill: Bye Adam and Brian. I hope you both have a good day!
- [8:58:06 PM] David Liebreich: I think the focus/defocus approach could help in investigating the cat app. focus on deducing the algorithm used to move the cat. defocus to what happens when I click randomly
- [8:58:22 PM] Rakesh Reddy: ahh thats a useful resource.. thanks..
- [8:58:31 PM] David Liebreich: I wonder if there are any hidden hotspots or keypresses in the cat app
- [8:58:34 PM] Sudhamshu Ailineni: @ David, thanks
- [8:58:43 PM] Sudhamshu Ailineni: It is useful to investigate further
- [8:59:00 PM] Oliver V.: @David... I notice some Rapid tester in you
- [8:59:54 PM] Rakesh Reddy: @ David yes, i agree with you my initial two attempts were defocused as i fallen into trap of running beind the cat
- [9:00:13 PM] David Liebreich: I'm curious - what other approaches and investigation areas did people use?
- [9:00:43 PM] Oliver V.: formal logic - trying to determine start movement
- [9:00:54 PM] Stephen Hill: Like you, David, I used focus/defocus.
- [9:01:06 PM] Oliver V.: just one stone in random location and reset
- [9:01:08 PM] Stephen Hill: I found it difficult though!
- [9:01:50 PM] Oliver V.: I didn't say it worked
- [9:01:51 PM] Rakesh Reddy: yes, one thing i observed is when i place a green dot near by cat - it moves to 90 degree on opposite way
- [9:01:52 PM] Oliver V.: I just used it
- [9:02:54 PM] Sudhamshu Ailineni: @Rakesh, when the top green dots are placed, cat moves in opposite direction
- [9:03:47 PM] Stephen Hill: Sorry guys. I need to go. Thanks - I've really enjoyed the session. If I'm free another Wednesday night I'll come and join you again.
- [9:04:03 PM] Rakesh Reddy: Thanks Stephen, have a good day
- [9:04:07 PM] KavithaDeepak: I could finally trap it. Since my daughter was playing with me and we took turns, hence I could not recognise any pattern. Finally I did it.
- [9:04:35 PM] Sudhamshu Ailineni: @Kavitha, oh good. Can you share them with us?
- [9:05:46 PM] Rakesh Reddy: @sudhamshu yes, i tried to place a dot in the border of the board and ended up wasting a dot as cat didn't even bothered to come my way.. so i think that i a trap

[9:06:01 PM] KavithaDeepak: This time I tried blocking the circle a possible step away from cat.

[9:06:44 PM] Rakesh Reddy: @Kavaitha - yep, this strategy worked for me too..

[9:06:48 PM] Sudhamshu Ailineni: 6,8,10,11,9,11

[9:07:19 PM] Sudhamshu Ailineni: this was the logic behind the Reset button when i opened the website for the first time

[9:08:18 PM] Rakesh Reddy: I am straving now need to get some dinner... thanks for the great time.. have a good day

[9:08:47 PM] Sudhamshu Ailineni: @Rakesh, You to have a great time

[9:11:02 PM] KavithaDeepak: Bye, Good Night

[9:11:17 PM] Sudhamshu Ailineni: Yeah guys thank you all

[9:11:21 PM] Sudhamshu Ailineni: it was great

[9:11:30 PM] Sudhamshu Ailineni: Good Night

[9:11:34 PM] David Liebreich: other than how to circle the cat, does anyone have any questions remaining?

[9:11:45 PM] Sudhamshu Ailineni: @David, nope not many

[9:16:30 PM] Oliver V.: @david is it possible to cheat?

[9:18:22 PM] \*\*\* Ruud Cox has left \*\*\*

Darren McMillan

CHRIS THOMSON PHILIP

Ruud Cox

KavithaDeepak

Lalitikumar S. Bhamare

Mohinder Khosla

Sudhamshu Ailineni

Stephen Hill

David Liebreich