HEXTRIS

TECHNICAL SCAN + EXPLORATORY PLAYTEST

23 November 2026 • HTML5 Canvas browser game • Local copy, Chromium

3 / 3	12	0
viewports loaded	raw technical signals	confirmed game defects

Executive summary

The GameBug Scout baseline scan loaded Hextris successfully at desktop, tablet and mobile-sized viewports. It logged 12 browser/network events. These are not 12 distinct game defects: most are repeated resource or permissions messages. A separate casual play session confirmed that the game was playable and engaging; no reproducible gameplay defect was reported in that session.

Scope & evidence

Test type	Coverage	Outcome
Automated technical scan	Chromium: 1440×900, 768×1024, 390×844	All three pages loaded; screenshots saved
Console & network	Errors, resource failures, browser console	12 raw signals collected
Human exploratory play	Informal gameplay, no timed test script	No specific reproducible defect reported

Signals needing interpretation

Observation	Count	Assessment
https://hextris.io/a.js — certificate name mismatch (network + console)	6	External resource load failure. Impact on core gameplay not established.
Permissions policy: unload not allowed	3	Browser compatibility warning; not evidence of a crash.
Google reCAPTCHA / adtrafficquality requests aborted	3	Likely ancillary network activity; check only if relevant to intended functionality.

Interpretation: Zero confirmed defects does not mean “no bugs exist.” The findings are triage signals, not issues proven to affect players.

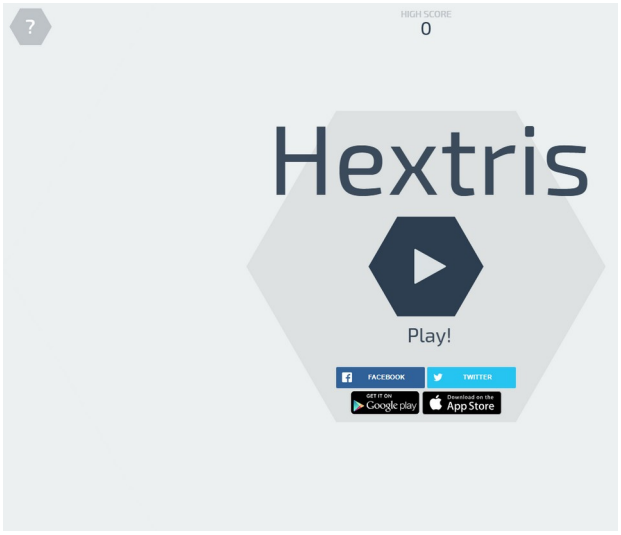
Follow-up manual testing

All eight manual functional checks passed. No gameplay defects were confirmed in the tested scenarios. The 12 technical signals from the initial scan still require review. See page 3 for the checklist.

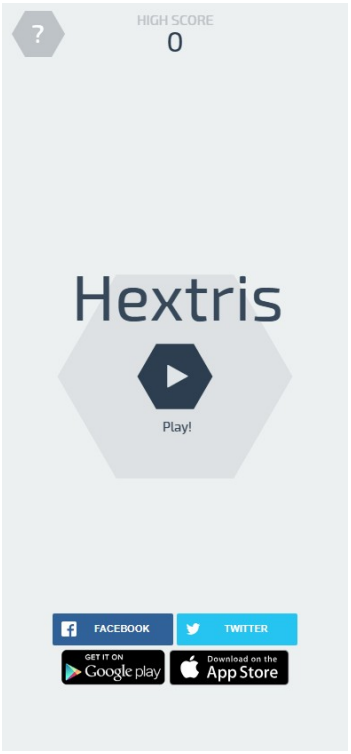
Visual evidence

Screenshots captured during the automated scan. All show the initial menu, not live gameplay.

Desktop, 1440 × 900



Mobile viewport, 390 × 844



Manual playtest notes

- Tester played Hextris and described it as an enjoyable, simple-looking puzzle that requires quick decisions.
- No specific reproducible defect was reported; no formal gameplay test matrix or exact playtime was recorded.
- Automated scanner did not click Play or exercise rotation, score rules, restart, or game-over behavior.

Coverage limits

This is a preliminary technical assessment, not a comprehensive game QA certification. The mobile-sized screenshot is browser emulation, not a real phone. Firefox, Safari, performance under load, touch reliability, scoring edge cases, progression, audio and accessibility were not evaluated.

Recommended next checks

- Manually reproduce the a.js certificate warning and decide whether that resource is required for gameplay or only ancillary functionality.
- Run a short, documented functional checklist: start, rotate left/right, score, pause (if supported), game over, restart, best-score persistence.
- Repeat the technical scan after a scripted Start action to inspect gameplay runtime rather than menu loading only.

Evidence source: GameBug Scout scan at 2026-11-23T17:48:57.976Z; local URL http://127.0.0.1:8001/. Source project: github.com/Hextris/hextris. This sample is not an official Hextris project QA report.

The recommended functional checklist was completed in the follow-up on page 3.

HEXTRIS

MANUAL FUNCTIONAL TEST RESULTS

A human tester performed these eight functional checks after the initial technical scan and exploratory playtest. All eight passed, with no confirmed gameplay defects within the tested scenarios.

Manual functional check	Result
Game launches successfully	PASS
Left and right controls	PASS
Block matching and removal	PASS
Score calculation	PASS
Pause and resume	PASS
Game over	PASS
Restart after defeat	PASS
High score persistence after page reload	PASS

Technical signals still require review

The initial scan logged 12 browser and network signals. These remain open for review, with their impact on gameplay unconfirmed. Page 1 records the signal breakdown. The follow-up covered the eight gameplay checks listed here.