

Cross-Platform Mobile App Testing - Project Details

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body { font-family: Arial, sans-serif; margin: 20px; color: #333; }
.header { text-align: center; border-bottom: 2px solid #87CEEB;
padding-bottom: 20px; margin-bottom: 30px; }
.project-title { font-size: 28px; font-weight: bold; color: #87CEEB;
margin: 10px 0; }
.project-status { font-size: 16px; color: #666; }
.section { margin-bottom: 25px; }
.section h2 { color: #87CEEB; border-bottom: 1px solid #eee;
padding-bottom: 5px; font-size: 20px; }
.info-item { margin: 8px 0; }
.skills { margin: 10px 0; }
.skill-tag { display: inline-block; background: #87CEEB; color: white;
padding: 4px 8px; margin: 2px; border-radius: 4px; font-size: 12px; }
.bid-item, .company-info { margin: 15px 0; padding: 10px; border: 1px
solid #ddd; border-radius: 5px; }
.bid-item h3, .company-info h3 { margin: 0 0 8px 0; color: #333;
font-size: 16px; }
.bid-item p, .company-info p { margin: 4px 0; font-size: 14px; }
.footer { text-align: center; margin-top: 40px; font-size: 12px; color:
#666; border-top: 1px solid #eee; padding-top: 20px; }
```

Cross-Platform Mobile App Testing

Status: Open

Project Description

This project focuses on comprehensive testing of a mobile application across multiple platforms and devices. The objective is to ensure consistent functionality, usability, and performance regardless of device type or operating system version.

Testing activities include functional testing, UI validation, performance checks, and basic security assessments. The tester should identify bugs, inconsistencies, and user experience issues that could negatively impact real-world usage. Testing should cover different screen sizes, network conditions, and usage scenarios.

Detailed test cases and bug reports must be prepared, including steps to reproduce, expected results, and actual outcomes. Screenshots or recordings should be included where necessary to support issue resolution.

The final deliverables should include a consolidated testing report, prioritized issue list, and recommendations for improvements. The goal is to improve application stability and user satisfaction before release.

Project Details

Budget: \$1,200.00

Deadline: Sep 21, 2026

Experience Required: 3 years

Required Skills

Mobile TestingQA

Company Information

Innovation Ltd