

QA result at a glance

Samsung Galaxy S20+ integration tested against all 10 brief requirements. Four reproducible issues require correction.

ENVIRONMENT

Chrome/Chromium 151 on Windows / 100% browser zoom / DPR 1 / clean reloads / 29 Aug 2026

REQUIRED CSS VIEWPORTS

1920 x 1000 / 375 x 812

ID	REQUIREMENT	DESKTOP	NARROW
01	Automatic rotation on first load	PASS	PASS
02	Swipe-hand hint repeats until interaction	PASS	PASS
03	Left-button free rotation	PASS	PASS
04	Wheel zoom and right-button pan	PASS	PASS
05	Every colour opens the correct 3D asset	ISSUE	ISSUE
06	Fullscreen opens; X and ESC close it	PASS	PASS
07	Four thumbnails work and are not blurry	ISSUE	ISSUE
08	Nothing blocks 3D interaction	PASS	PASS
09	Both arrows reach every thumbnail in the shown direction	ISSUE	ISSUE
10	Page scrolls easily past 3D on narrow layout	N/A	ISSUE

ISSUES TO FIX

QA-05 Cosmic Gray mapping / QA-07 thumbnail clarity
QA-09 reversed arrows / QA-10 narrow-layout scroll handoff

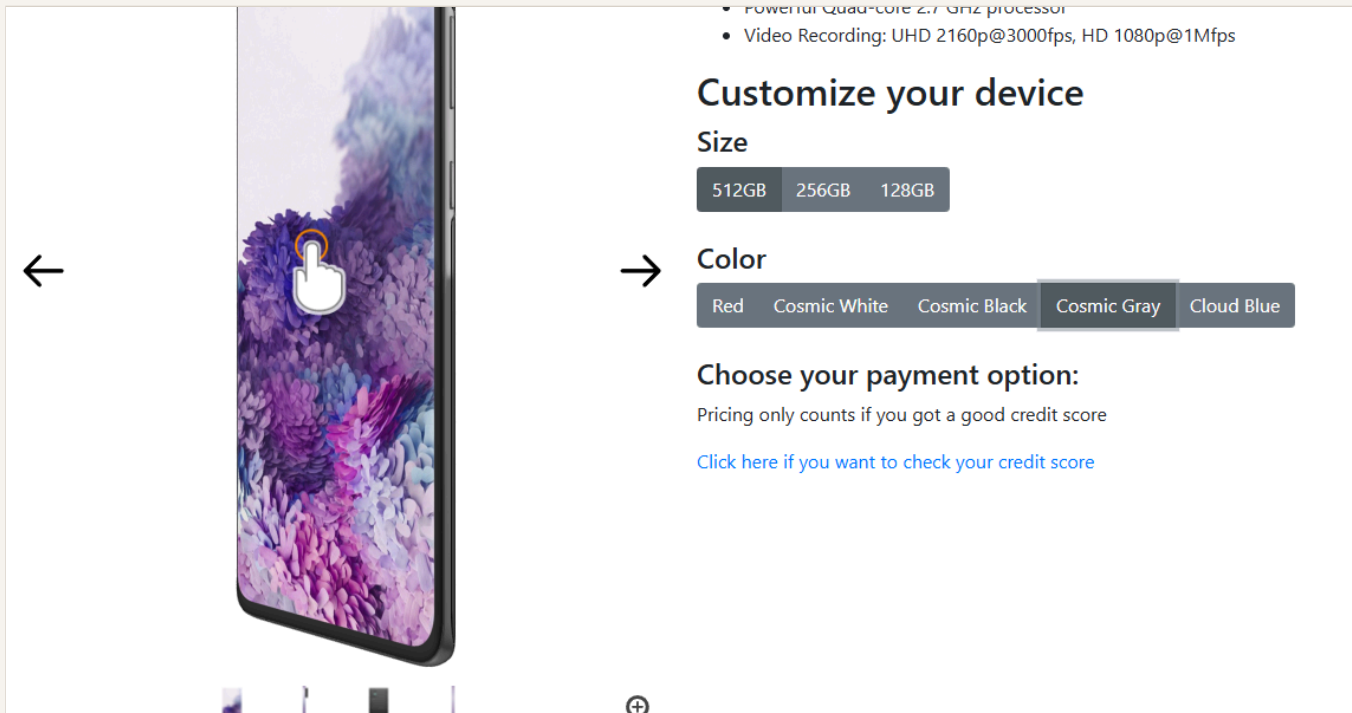
SEPARATE POLISH NOTE

QA-08 passes interaction hit-testing. Fullscreen's transparent backdrop remains visually noisy.

Status language

PASS means the observed requirement met the brief. ISSUE means a reproducible defect with a concrete retest. No requirement remains pending in this report.

The selector state and the rendered asset disagree



Cosmic Gray selected in the live page. The checked control resolves to the same Binkies data id as Cosmic Black. The four view thumbnails are visible below the model.

QA-05 Cosmic Gray resolves to the Cosmic Black asset id

HIGH

OBSERVED

Select Cosmic Black, then Cosmic Gray. Both controls expose `data-id=samsung-galaxy-s20-plus-cosmic-black`. The selected label changes, but the integration does not point to a distinct approved Gray variant.

RECOMMENDED FIX AND RETEST

Review the integration mapping. Associate Gray with the approved Binkies asset or material variant, then run a label-to-resolved-variant regression matrix for every visible colour. Do not require separate geometry when one model legitimately supports material variants.

QA-07 The four clickable thumbnails are visibly soft

MEDIUM

OBSERVED

All four controls changed the main view. On this run each thumbnail image measured 20 x 20 intrinsic and 20 x 20 CSS pixels at device-pixel-ratio 1. There is no current CSS upscale, but the visible footprint and crop carry too little detail and appear blurry.

RECOMMENDED FIX AND RETEST

Increase the visible thumbnail footprint or use a tighter crop, then generate the source or backing buffer at the chosen CSS size multiplied by device pixel ratio. Retest all four views at 100% Chrome zoom on DPR 1 and DPR 2; each click must still select the matching main view.

Evidence rechecked on the live demo 29 Aug 2026. Asset identifiers prove the integration mapping conflict; they do not prove the implementation's internal root cause.

Vertical scroll is trapped by the 3D stage



REPRODUCTION

- 01 Open narrow view**
Clean load at 375 x 812 CSS pixels. Scroll until the 3D stage is under the pointer.
- 02 Gesture over 3D**
Move to the centre of the model and send a 150 px vertical wheel gesture. Page scrollY remains 382.
- 03 Control gesture**
Repeat in the 5 px right edge outside the viewer. Page scrollY changes from 382 to 532.

IMPACT

A shopper can become stuck on the model because the interactive area covers almost the full content width. This fails the brief's requirement to scroll past the 3D easily.

RECOMMENDED FIX

Allow vertical intent to hand off to page scrolling after a small movement threshold while preserving horizontal model rotation. Inspect touch-action, wheel and pointer listeners; the observed symptom does not prove which one is responsible.

Exact required viewport. The 3D stage occupies most of the available width, leaving only a narrow page-scroll escape route.

Retest acceptance

Five vertical gestures over the centre of the viewer scroll the page. Horizontal drag still rotates the model. Repeat before and after interacting with 3D.

At 375 x 812 the document width matched the client width in the latest run; the earlier horizontal-overflow observation was not reproducible and is therefore excluded from this report.

The flipper artwork points the wrong way



Start: second thumbnail, side view.



Click visible right arrow: first thumbnail, front view.



Reset to second; click visible left arrow: third thumbnail, back view.

QA-09 Left and right arrows move in the opposite visual direction

MEDIUM

OBSERVED

All four thumbnail views remain reachable, but the visual right arrow moved from thumbnail 2 to 1, while the visual left arrow moved from 2 to 3. The icons and resulting direction disagree.

RECOMMENDED FIX AND RETEST

Swap the arrow handlers or the arrow artwork so left selects the previous view and right selects the next view. Retest from thumbnails 1, 2, 3 and 4 in both directions and document the intended endpoint or wrap behaviour.

CONTROL CLOSEOUT

- + Right-button drag moved the model within the stage; page scrollY stayed 354.
- + Wheel zoom and left-button rotation passed.
- + Fullscreen opened; X and ESC closed separate clean opens.

REGRESSION AFTER FIXES

Fresh-load rotation and hand / every visible colour / all four thumbnails / both arrows / pan and zoom / fullscreen X and ESC / both required viewports / narrow scroll before and after 3D input

OPTIONAL QUALITY CHECKS OUTSIDE THE TEN-ITEM BRIEF

Visible keyboard alternatives to drag / reduced-motion behaviour / semantic text equivalent for the canvas / focus return after fullscreen / intentionally opaque fullscreen backdrop

Live subject: <https://demo.binkies3d.com/qa-assessment-se/index.html>. The page is mutable; record a new timestamp and repeat the matrix after deployment.