

Bug Report

Rider - Stunt Bike Racing (iOS)

Vehicle selection state and HUD readability

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Game	Rider - Stunt Bike Racing
Developer	Ketchapp
App version	3.06.0.00

Scope

This report documents issues observed during manual exploratory testing of Rider - Stunt Bike Racing on iOS. The checked area was the vehicle selection flow, Random vehicle behavior, and readability of the top-left HUD counter.

Test environment

Device	iPhone 16 Pro Max
Storage	256 GB
OS	iOS 26.5
Network	Offline / no internet connection during testing
Battery mode	Low Power Mode disabled
Test type	Manual exploratory testing
Area tested	Collection -> Bikes -> Random / fixed vehicle selection; first run after selection change

Issue overview

ID	Title	Area	Severity	Impact
RIDER-IOS-001	Random selection starts with previously selected vehicle	Collection / Gameplay	Medium	Random selection state is not reflected in the first run.
RIDER-IOS-002	Finish flag icon overlaps top-left counter	UI / HUD	Low	Counter readability is reduced.
RIDER-IOS-003	Fixed vehicle selected after Random applies only after death/retry	Collection / Gameplay	Medium	Selected fixed vehicle is not applied immediately.

Detailed issues

RIDER-IOS-001: Random selection starts with the previously selected vehicle

Severity	Medium
Type	Functional / state handling
Status	Open / observed during manual testing
Evidence	Screenshots 2-4; screen recording linked in Attachments / evidence.

Summary: After selecting the Random vehicle option, the first gameplay run can start with the vehicle that was selected before Random was enabled.

Steps to reproduce

1. Open Collection and go to the Bikes tab.
2. Select a fixed vehicle.
3. Select the Random vehicle option.
4. Start a ride.

Expected result: The run starts with a randomly selected available vehicle.

Actual result: The run starts with the vehicle that was selected before Random was chosen.

Impact: The Random option can appear not to apply on the first run.

RIDER-IOS-002: Finish flag icon overlaps the top-left counter

Severity	Low
Type	UI / readability
Status	Open / observed during manual testing
Evidence	Screenshots 2, 3, 5 and 6.

Summary: The finish flag icon near the top-left counter is positioned too close to the numeric value and partially overlaps the number area.

Steps to reproduce

1. Open the game interface or Collection screen where the top-left counter is visible.
2. Check the finish flag icon and the adjacent numeric value.

Expected result: The counter is fully readable and visually separated from the icon.

Actual result: The icon overlaps or sits too close to the counter.

Impact: Minor readability issue in the HUD area.

RIDER-IOS-003: Fixed vehicle selected after Random is not applied until death/retry

Severity	Medium
Type	Functional / state handling
Status	Open / observed during manual testing
Evidence	Screenshots 5-6; screen recording linked in Attachments / evidence.

Summary: When switching from Random back to a fixed vehicle, the next run can still use a random vehicle. The fixed selection appears only after death/retry.

Steps to reproduce

1. Set vehicle selection to Random.
2. Start a ride twice and confirm that Random vehicle selection is used.
3. Return to Collection.
4. Select a fixed vehicle, for example Dragon.
5. Start a new ride immediately.

Expected result: The selected fixed vehicle is used immediately on the next run.

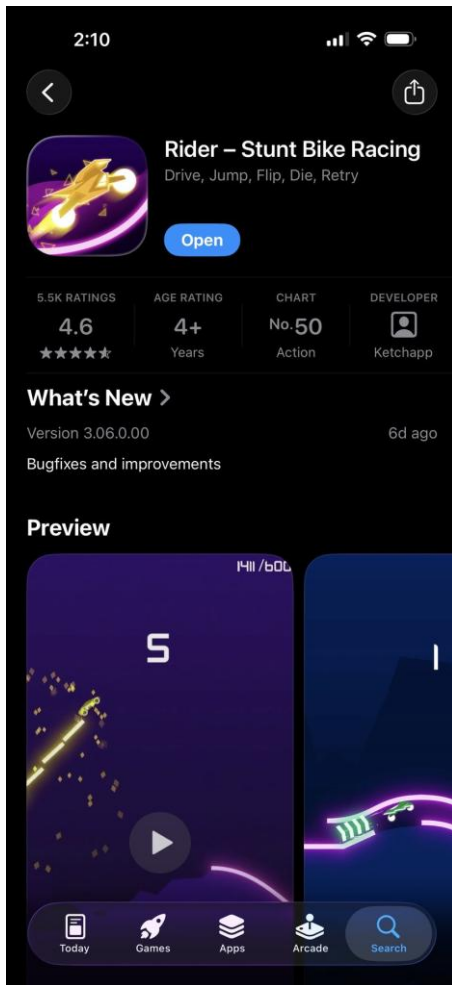
Actual result: The next run can still start with a random vehicle. The selected fixed vehicle appears after death/retry.

Impact: The vehicle shown as selected in Collection may not match the vehicle used in gameplay.

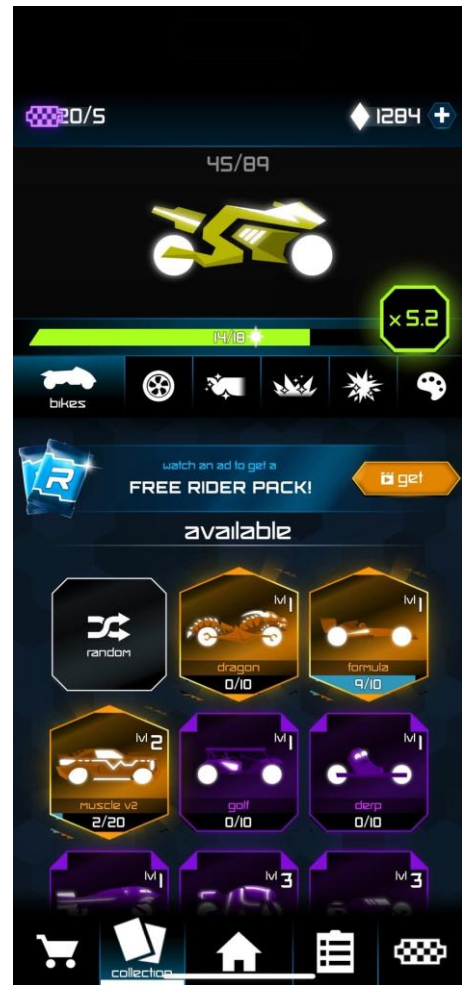
Attachments / evidence

Screenshots are included below. Screen recording: [Google Drive video evidence](#).

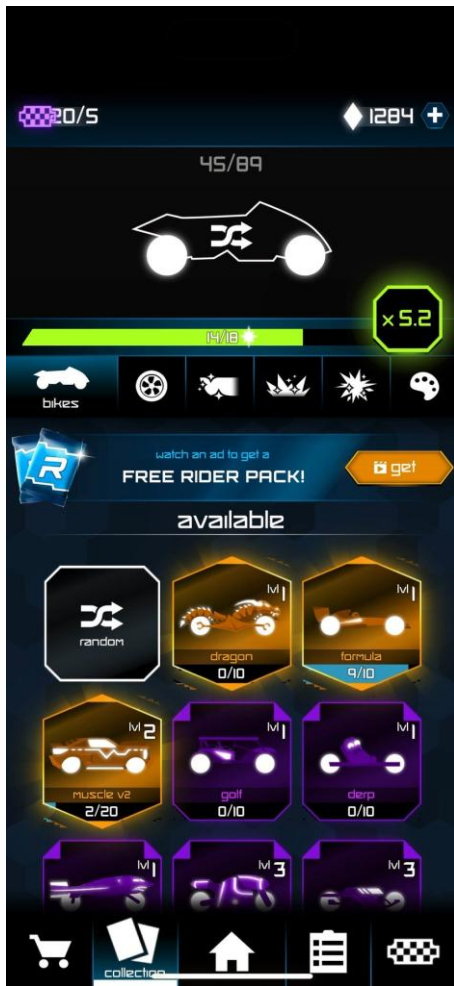
Screenshot evidence



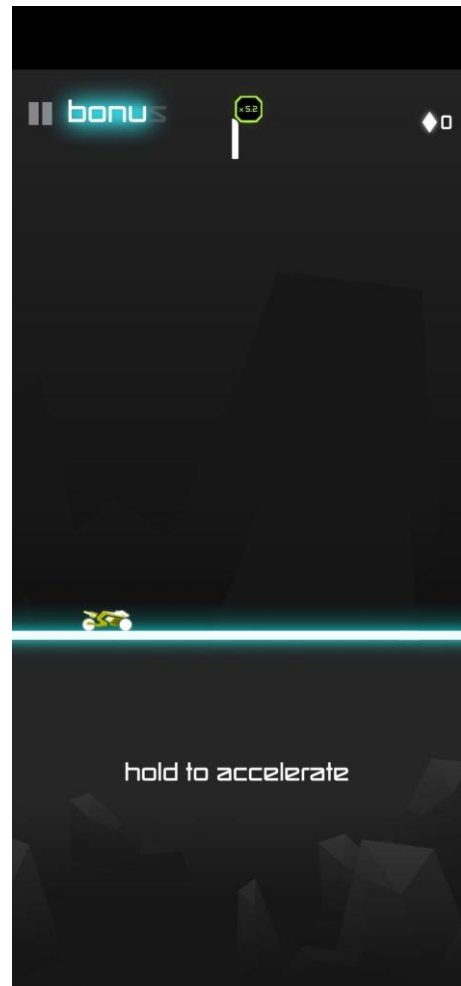
Screenshot 1. App Store page with game title, developer and app version.



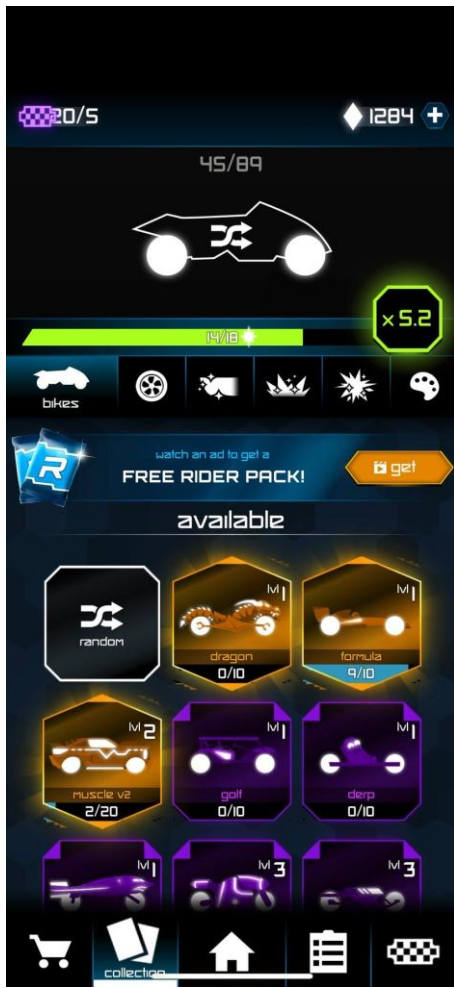
Screenshot 2. Collection screen: a fixed vehicle is selected before switching to Random.



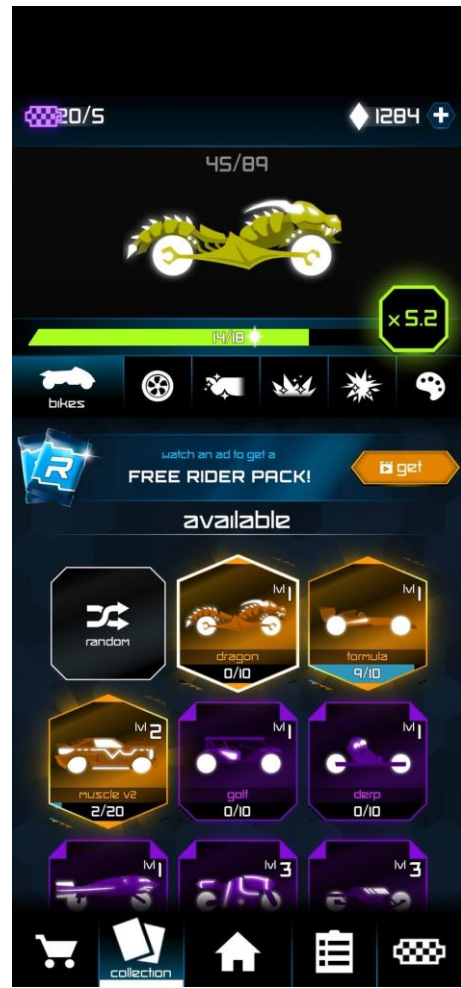
Screenshot 3. Collection screen: Random is selected in the vehicle preview.



Screenshot 4. Gameplay after selecting Random: previously selected vehicle appears.



Screenshot 5. Collection screen while switching from Random to a fixed vehicle.



Screenshot 6. Collection screen: Dragon is selected after Random mode.