Two way calling Test Report.

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Hi Team,

After executing the **two-way calling feature**
with a **two-room setup** in the **LDC**, several
issues were identified. As a result, the status
has been marked as **FAIL** for **Build 1.0.0 [55]**,
Status: <mark>FAIL</mark>
Build Version: 1.0.0 [55]
 and a new build is required to address the
following concerns:

<mark>Please find the issue list below :</mark>
1. **Call Timer Persists After Checkout**
   - When a user initiates a call and
     checks out of the room, the call
     timer continues running. The call
     does not end from the UI, and the
     call status remains unchanged.

The user must check into another
room to reset the intercom status.

2. <mark>Call Not Ending After Checkout</mark>
   - If a user checks out of the room
     while a call is in progress, the
     receiver can still hear the voice.
     The call does not terminate
     automatically.

3. **AI and Call Function Overlapping**
   - When AI is responding to a story in
     Room A, and the user initiates a
     call from **Room B** to **Room A**, both
     AI responses and the call function
     run simultaneously.

4. **Call UI Blinking on Home Screen**
   - The call UI continuously blinks on
     the home screen, causing a visual
     distraction.

5. **Delayed Call Response**
   - Clicking "**End Call**" or initiating a
     new call sometimes takes more
     than 3 seconds to respond, leading
     to a poor user experience.

6. <mark>Call Remains Active Without Internet</mark>
   - When the user disconnects from
     the internet or enables airplane
     mode, the call remains active
     instead of disconnecting
     automatically.

7. <mark>Call Persists After Device Shutdown</mark>
   - If the user switches off the phone
     during a call, the call remains
     active instead of terminating
     immediately.

8. **Random Toast Message on Call
   Initiation/End**
   - When a user initiates or ends a call
     from the sender's side, a toast
     message appears saying "**Another
     call is in progress in the master
     bedroom**", but this behavior occurs
     randomly.

9. **Incorrect Privacy Validation**
   - When the user toggles the **Kill
     Switch** on or off, then checks into
     a room and tries to access the

home intercom dropdown or **call button**, an incorrect validation message appears:

- "**Please check into the room**" even though the user is already checked in.

Please find the Testcase link :
 LDC_TwoWayCalling_TestCases.xlsx
@Arun Ekambaram Please prioritize the bugs as discussed and shown with you.

Note : Let me know if you have any query

Regards,
Shubhangi Singh