

ITISYOU Homepage

— Sample QA Report

This is a sample audit of my own website (itisyou.app), produced to demonstrate a website-testing service. It is not paid client work.

URL tested: <https://itisyou.app/> (homepage only)

Test date: 2026-09-09

Disclosure

Prepared using AI-assisted browser testing. Desktop browser tested. Automated mobile/tablet checks were not completed. The user separately reported no visible problems during a manual mobile check; device/browser details were not recorded.

1. Scope

- Homepage only, including its navigation menu and other homepage controls.
- Link destinations (hrefs) were inspected; other pages were not navigated to or audited.
- No forms were submitted, no sign-in was attempted, no purchases were made, and the site was not modified.
- No security scanning or load testing was performed.

2. Test Environment (actual)

Property	Value
Browser engine	Chromium (Google Chrome)
Browser version	Chrome/152.0.0.0 (Windows build)
OS	Windows 11
Viewport actually rendered	1920 x 945 CSS px (real desktop browser window; not emulated)
Touch / device emulation	Not enabled - real mouse/keyboard input
Pixel ratio	1

Planned vs. actual viewports: The test plan called for four viewports (1440x900 desktop, 768x1024 tablet, 390x844 mobile, 360x800 small mobile). The automation tool used to resize the browser window reported success on every call but did not change the page's actual rendered viewport, which stayed fixed at 1920x945 across more than five attempts, including after sending an OS "restore window" shortcut. No alternative device-emulation tool was available in this session. As a result, only one real desktop viewport (1920x945) was tested. Automated mobile and tablet checks - emulated or otherwise - were not completed. The 768x1024, 390x844, and 360x800 viewports are marked "Not tested - viewport resizing unavailable" throughout this report. This is a testing-tool limitation, not a finding about the website.

User-reported mobile check (separate track, not verified by this session): The user separately reported that they manually checked the homepage on mobile and found no visible problems. Device, browser, and the specific checks performed were not recorded, so this cannot be verified or counted as passed evidence - it is recorded here only as an independent, unverified, user-reported observation, distinct from the automated testing above.

3. Test Matrix

Viewports: Desktop = 1920x945 (real). Tablet = 768x1024. Mobile = 390x844. Small mobile = 360x800. Only Desktop was actually tested this session (see §2).

Area	Desktop (real)	Tablet	Mobile 390	Mobile 360
Page loads, renders content	Pass	Not tested	Not tested*	Not tested
Broken elements	N/A - none present**	Not tested	Not tested	Not tested
Console/page errors	Inconclusive - see §6	Not tested	Not tested	Not tested
Header/hero/cards/footer layout	Pass at this width	Not tested	Not tested	Not tested
Horizontal overflow	Pass at this width	Not tested	Not tested	Not tested
Mobile menu open/close	N/A (no menu at width)	Not tested	Not tested	Not tested
Skip link present, correct order	Pass	-	-	-
Skip link keyboard activation	Not tested - see §6	-	-	-
Heading structure H1-H2-H3	Pass	-	-	-
Image alt text	N/A (no images)	-	-	-
Contrast (2 spot checks)	Pass (spot checks only)	-	-	-
Full contrast / WCAG audit	Not tested	-	-	-
Founder bio spacing defect	FAIL (confirmed)	-	-	-
ATSTYou pricing vs funding text	FAIL (confirmed)	-	-	-
Quantum badge/tooltip consistency	FAIL (confirmed)	-	-	-
Performance score	Not measured	-	-	-

* Automated check not performed; user reported no visible problems on a manual mobile check, unverified (see §2).

** No elements exist on this page at all (the hero graphic is WebGL/DOM-rendered). This means the standard broken-image check does not apply - it does NOT establish that all graphical content renders correctly (see §6).

4. Findings, ordered by impact

Finding 1 - ATSTYou pricing statement contradicts the funding-disclosure section

Severity: Confirmed defect, Medium impact

Environment: Desktop, 1920x945, Chrome 152, real (not emulated).

Steps: Load homepage -> scroll to "The seven products" -> read the ATSTYou card -> scroll to "How this is paid for" section.

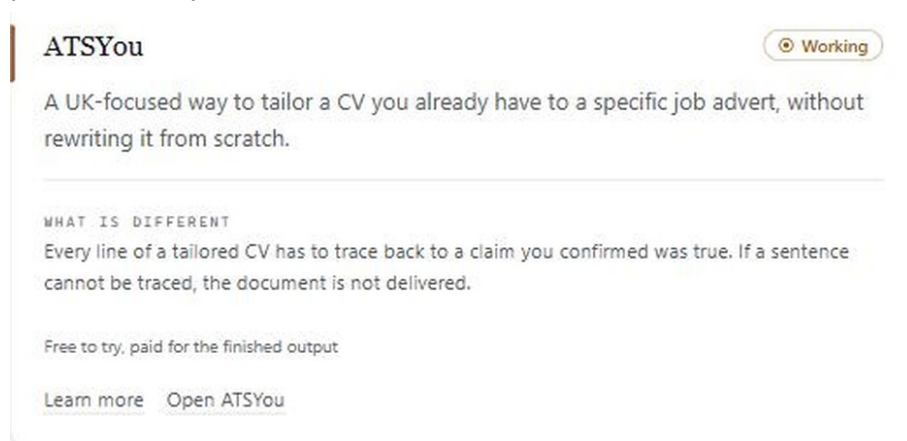
Expected: A single, consistent statement of ATSTYou's current pricing/availability status.

Actual: The ATSTYou card reads "Free to try, paid for the finished output," implying a live paid tier exists today. The funding section states: "Neither charges today: ... ATSTYou has not opened to customers."

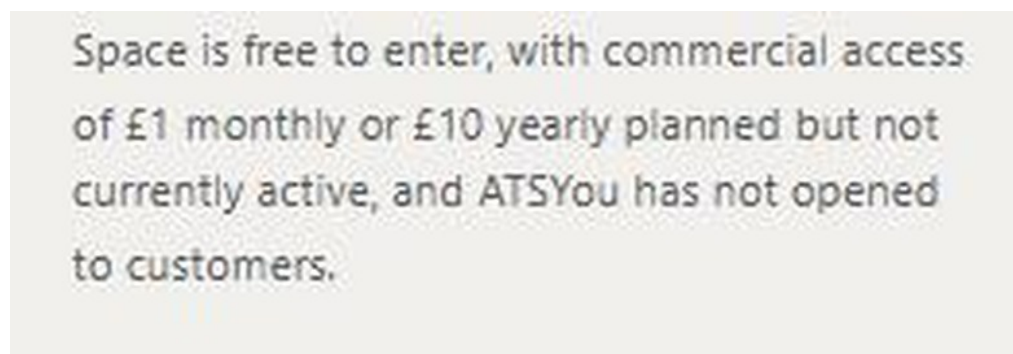
Reproduced: Twice - via text extraction of both sections, and again on a second page load with an independent scroll-and-read pass.

Impact: A visitor reading only the product card could believe ATSTYou already charges for output, contradicting the site's own funding page and its "honest status" principle.

Suggested fix: Align the card copy with the funding section, e.g. "Free to try; paid output planned, not yet available."



Evidence: ATSTYou card states "Free to try, paid for the finished output."



Evidence: funding-disclosure section states ATSTYou "has not opened to customers." (cropped to the relevant text; enlarged for readability)

Finding 2 - Quantum-experiment badge/tooltip contradicts its own card content

Severity: Confirmed defect, Medium impact

Environment: Desktop, 1920x945, Chrome 152, real.

Steps: Load homepage -> scroll to "Research & experiments" -> read the quantum card's heading and stats -> inspect/hover the "Research concept" badge.

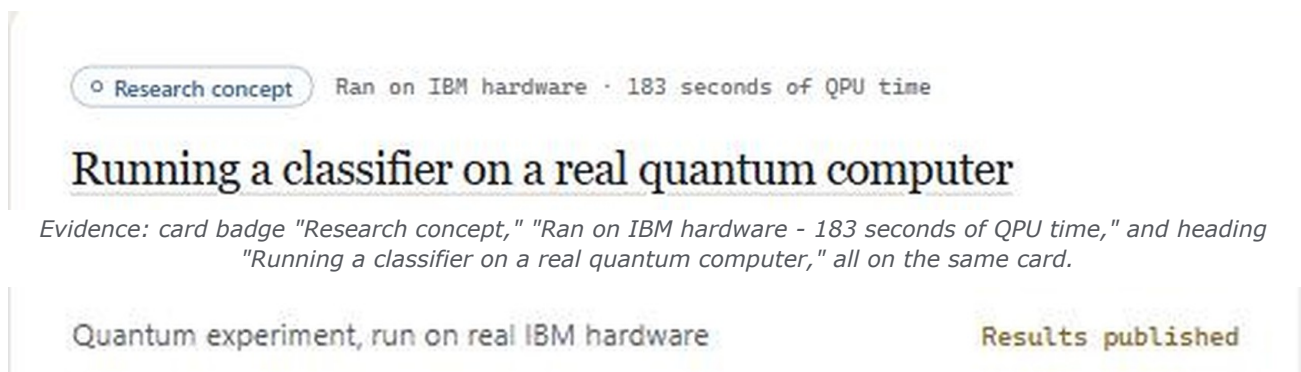
Expected: The badge/tooltip status should match the card's own description of the work.

Actual: The card is headed "Running a classifier on a real quantum computer," states it "Ran on IBM hardware - 183 seconds of QPU time," and the site's evidence panel lists it as "Results published." Yet the card is tagged "Research concept," whose tooltip reads: "An idea being explored. No product, no code, no date" - text describing an unstarted idea, not a completed, published experiment.

Reproduced: Twice - via DOM/attribute inspection of the tooltip text, and via direct text extraction of the card body, on two separate page loads.

Impact: Internally inconsistent status labeling is the kind of "false completeness" issue the site says elsewhere it avoids; may confuse visitors gauging project maturity.

Suggested fix: Use wording matching a completed, documented experiment (e.g. "Completed experiment - results published, not a product"); reserve "No product, no code, no date" for genuinely unstarted concepts.



Note: the tooltip text itself ("An idea being explored. No product, no code, no date.") was captured via DOM/attribute inspection (the title attribute), not a hover screenshot - a rendering interruption during hover (see §6) prevented capturing that specific tooltip visually. That one piece of text is text/DOM evidence only, not a screenshot.

Finding 3 - Missing space in founder bio: "Tirupati.Currently"

Severity: Confirmed defect, Low impact

Environment: Desktop, 1920x945, Chrome 152, real.

Steps: Load homepage -> scroll to "The person behind it" -> read the founder bio paragraph.

Expected: "...a computer science degree in Tirupati. Currently working as..." (space after the period).

Actual: Text reads "...a computer science degree in Tirupati.Currently working as..." with no space after the period.

Reproduced: Twice, via text extraction on two separate page loads, both times identical.

Impact: Minor proofreading defect; does not affect functionality but is visible in a credibility-establishing section.

Suggested fix: Add a space: "Tirupati. Currently".

Leela Aravind Karlapudi

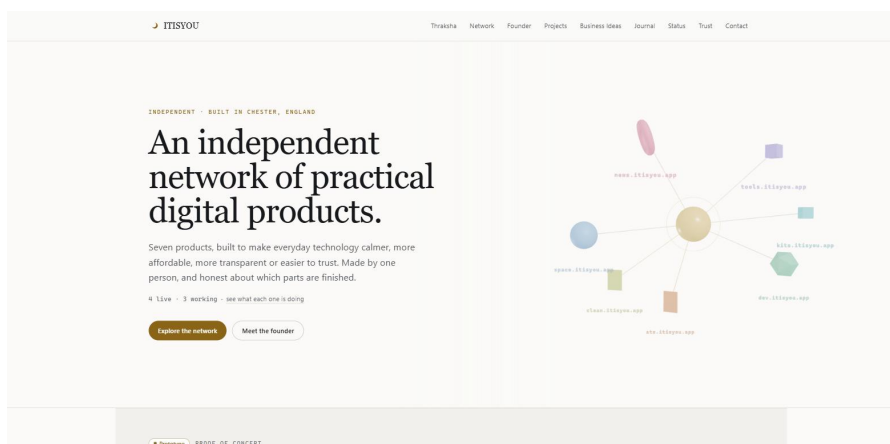
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I finished an MSc in Artificial Intelligence at Liverpool John Moores University in September 2025, after a computer science degree in Tirupati.Currently working as a supermarket service colleague while developing ITISYOU and seeking a full-time UK role in AI, software or related engineering.

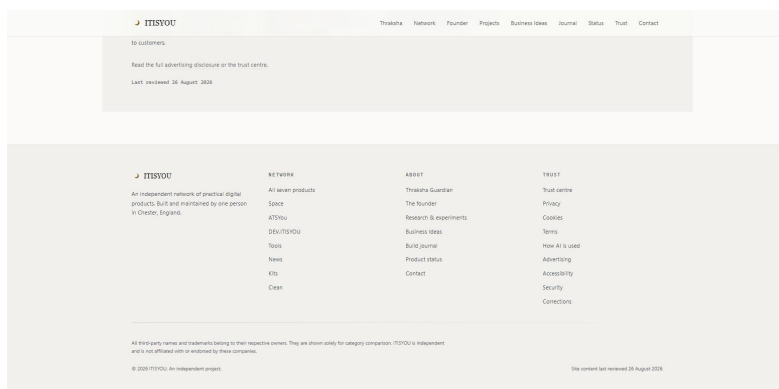
Evidence: founder bio reads "...degree in Tirupati.Currently working..."

5. Usability observations (not defects)

- No `<img>` elements on the homepage (marked N/A, not Pass). The network-graph hero visual and product icons are rendered via WebGL (Three.js) and inline vector/DOM shapes rather than `<img>` tags, so the standard "broken image" check has nothing to check by definition. This absence does not establish that all graphical content renders correctly - see the WebGL context-loss observation in §6. Not tested against a non-WebGL browser.
- Heading structure is logical: H1 -> H2 section headings -> H3 sub-items, with no skipped levels observed.
- Skip-to-content link is correctly implemented in markup: first link in the DOM, `href="#main"`, `tabindex="0"`, using a standard "visually hidden until focused" pattern - good accessibility practice. Actual keyboard-activation behavior could not be reliably verified this session; see §6 for what was observed and what remains unknown.
- Two color-contrast spot checks passed WCAG AA: body paragraph text (5.14:1 at 12px) and the primary "Explore the network" button text (5.36:1). Manual computed-style calculations only, not a full audit - most other text/background pairs use CSS `oklab()` colors the ad-hoc script could not parse.
- One benign console warning: "THREE.Clock: This module has been deprecated. Please use THREE.Timer instead." A library deprecation notice from the site's own bundle, not a user-facing error.
- Nav and footer link destinations (hrefs only, not navigated): Thraksha, Network, Founder, Projects, Business Ideas, Journal, Status, Trust, Contact, and the seven product subdomains all resolve to well-formed internal paths/subdomains. Per scope, not opened or verified further.



Desktop homepage hero and navigation at 1920x945 (real, not emulated).



Footer link groups and copyright/trust links.

6. Testing Limitations

- Viewport resizing did not work in this automation session. The browser stayed at a real 1920x945 desktop viewport regardless of resize requests; no device-emulation fallback was available. Tablet (768x1024), mobile (390x844), and small-mobile (360x800) layouts, the mobile menu, and touch-target sizing were not tested - automated or emulated.
- Keyboard Tab-order testing produced unreliable, inconsistent results; the cause was not determined. Synthetic Tab-key presses sent through the automation tool did not consistently move DOM focus within this browser session. It is not established whether this was caused by the automation tool's key-event handling, by the page's own focus-management code, by some interaction between the two, or by something else - this was not isolated. Skip-link keyboard activation and full tab-order/focus-trap testing are marked Not tested rather than pass/fail, and no cause should be inferred from this report.
- Intermittent blank rendering and WebGL context-loss messages were observed; the cause is unknown. On three occasions, roughly 20-40 seconds after a page load, the page went blank and the browser console logged "THREE.WebGLRenderer: Context Lost." The page fully recovered after a reload each time. At one occurrence, document.visibilityState happened to report "hidden" at the moment of checking - that is noted as a fact observed, but it is NOT established that tab visibility/backgrounding caused the context loss, nor is any other specific cause confirmed. This could reflect the site's own WebGL/Three.js hero animation, the automation environment, or another factor not identified here. It is marked Inconclusive rather than Pass or Fail, and would need dedicated follow-up (e.g. monitoring a normally-used, continuously-foregrounded tab over time) to determine the actual cause.
- No full accessibility audit tool (e.g. axe, Lighthouse) was available or used. Only the two manual contrast spot-checks above were performed. General contrast, ARIA correctness, and full WCAG conformance are not tested.
- No performance measurement was taken. No performance score is claimed or implied.
- No real mobile or tablet device, and no mobile/tablet emulation, was used in the automated testing. Only one real desktop browser viewport was tested. The user's own manual mobile check is recorded separately in §2 as a distinct, unverified, user-reported observation - it is not part of the automated evidence in this report.
- The absence of elements is not proof that all graphical content renders correctly. It only means the specific "broken " check did not apply on this page; WebGL/canvas-rendered content can fail in ways that check would not catch (see the WebGL context-loss observation above).
- Security scanning and load testing were out of scope and not performed, per the test brief.

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