

Hello everyone!

I would like to share my experience beta-testing a really cool project by RedPad Games, an online game called DUSTLAND, which took place from February 21-24, 2023.



RedPad Games is an independent multi-platform interactive entertainment studio founded in 2017 in Zurich, Switzerland.

About the game: DUSTLAND is a third-person looter-shooter set in a post-apocalyptic world where everyone has only one goal: to venture into the dangerous wasteland and come back alive with as many valuables as possible. Forty years ago, the world was irreversibly destroyed by a scientific catastrophe. Now the planet is struggling in constant heat, and most people and animals have either mutated or lost their minds.



During the first day, like all beta-testers, I focused on exploratory and play testing. I checked the user menu and localization and naturally tested the gameplay, character control, combat, interaction with the environment, and other game features. At the end of the day, I compiled a small report and sent it to the team for review.

On the second day, I was offered to participate in testing the database and AFK mode. The initial requirements were not excessive, but frequent communication with the team representatives helped clarify many unclear points. During the testing period, I generated about 40 accounts with different input data to test the registration and authorization forms, as well as the database (although I did not have direct access to it) and the AFK mode.



Overall, it was a really cool experience for me. Before this, I only looked at games as a user. Creating a game is hard work, and it takes a lot of effort to make it a success. I hope my work was not in vain, and gamers will be happy, which is what QA engineers should strive for.

Thank you for reading, and have a great day!