**WORKFLOWS: ALPHA AND BETA**

**Principals pillars of Alpha and Beta testing on Misionero’s Studios:**

* Alpha testing will clear out most of the major bugs in the system while beta testing will try more like polishing the game.
* Alpha testing is won’t open to the public while beta testing could involve the public.

**Alpha:**

This will be the first full interactable and playable experience of the game, it will contain new features that will be tested.

The core module/mechanic is somewhat usable. A rudimentary basis that can be used only via command line or scripts. Important: the features implemented in the Alpha won’t be locked-up, they will be predisposed to possibles changes in future.

The Alpha should have the necessary assets to make playable the game, it doesn’t need aesthetics props or assets that doesn't have functionalities involved.

During the Alpha release it will be submitted to an internal process of testing, members of the group will be who play and test the game to find dysfunctional functionalities, bugs or possibles errors. This members will try catch majority of the problems by putting the software through all scenarios they can make and try any combination of inputs to coax the software into an error. If a feature fails alpha testing, changes are done and it repeats the tests until the feature passes.

**Beta:**

Main features and functionalities will be locked down. All elements, assets, props and functionalities are working and will be tested in the Beta.

This process will mainly consist in a broken game: the game at the polished version with all mechanics and dynamics implemented to approach all types of bugs and dysfunctionalities.In beta testing, the task is more of polishing the program so that it works nicely for everyone rather than ensuring that it actually works. Problems are then patched prior to the release of the final version of the software.

The public of the game will get to play the game and it will be submitted to a stress testing process. The QA department will take control in the possible differents techniques of testing with possible target users.