**Performance and Load Testing**

# Purpose / Scope:

Various performance and load tests will be performed as part of the Test and Validation phase, including frame rate analysis, Load Times, and Profiling within the editor.

# Configuration tested:

|  |  |
| --- | --- |
| Date test run: |  |
| Tester: |  |
| Operating System: |  |
| Game Build Version |  |

## Test Cases:

|  |  |  |
| --- | --- | --- |
| **Test Case** | **Expected Result** | **Pass/Fail** |
| Steady State Framerate | Minimum 30 FPS across all gameplay actions |  |
| Framerate Drops / Profiling | Game does not have consistent FPS drops more than 5 FPS |  |
| Load Times | Game Loading Times meet or exceed:   * Splash Screen: 10 s * Game Start: 3 s * Main Menu: 3 s |  |
| Crashing | Game does not Crash after 10 mins of gameplay |  |

# Issues Found:

List all issues found during this test in this section…

# Report:

Written report summarizing the test case and recommendations…