Phase 5: Testing

In the Software Development Life Cycle (SDLC) the testing phase includes quality assurance, QA, or test engineer teams checking for bugs and runtime errors. Testing is verified against the product requirements to verify that the product behaves as intended. This process is typically an iterative process between the testers and the developers until a stable product is achieved. Common testing methods in software development include unit testing, integration testing and system integration testing.

The testing phase in game development would play a similar role as in SDLC, with its primary objective “to ensure that the final product meets up to the expectations of players and developers alike” (Raturi). Additionally, testing is crucial to a game progressing through the release cycle, from alpha to beta and finally release. The alpha stage testing is “done mainly by in-house QA”, during the development phase, while beta testing is done after the development phase is complete with the company releasing the game to external user groups to “real world test as many... usage scenarios as possible” (Pandey). Some common testing techniques used in video games are functionality, clean room, compatibility, regression, and soak testing. Due to the notoriously tight release timelines of games, having a clearly defined testing phase can determine the trajectory of the game upon release. For example, *Battlefield 2042*’s release saw rampant game breaking bugs including players “falling through the map”, and “multiple bugs that prevented players from progressing” (Gelbart). Months of the game being “borderline broken” led to “60% drop” in concurrent users and even a petition “urging EA to refund every player who purchased "Battlefield 2042", which gained more than “200,000 signatures” (Gelbart).

Works Cited

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